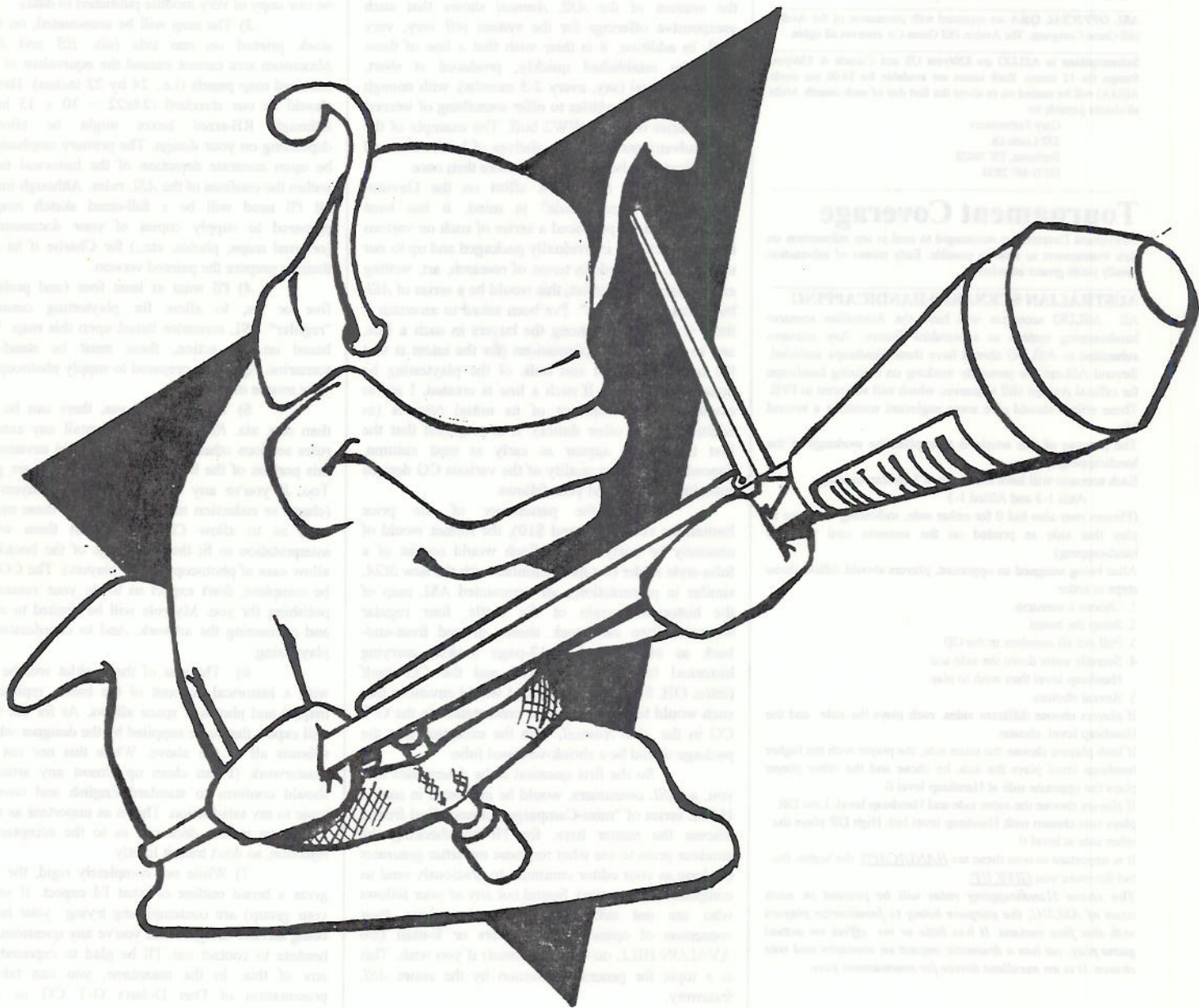


A.S.L.U.G.

ADVANCED SQUAD LEADER UNION of GAMERS ISSUE EIGHT NOVEMBER, 1993 THE SOURCE FOR ASL NEWS



Contents

Australian Scenario Handicapping

Mail Call

ASLUG 93 After Action Reports

Tournament News

ASLUG Scenarios #17 & #18

- *Temporary Victory*

- *Escape at Dawn*

ASLUG is asking for original scenario designs; series replays of ASLUG scenarios; Tactical Guides for any scenario that the author feels is a good tournament scenario; Tournament listings and After Action Reports; Tournament Victory reports; and ASL tactical contests. Scenario submissions should include source material and photocopies of data, as well as a designer's notes article similar to the ones printed in this issue. Scenarios that are selected for printing will include designer's name displayed on the scenario itself. Designers of scenarios that are selected for printing will receive one free issue of the ASLUG newsletter.

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Subscriptions to ASLUG are \$30/year US and Canada & \$36/year foreign for 12 issues. Back issues are available for \$4.00 per issue. ASLUG will be mailed on or about the first day of each month. Make all checks payable to:

Gary Fortenberry
232 Linda Dr.
Burleson, TX 76028
(817) 447 2850

Tournament Coverage

Tournament Directors are encouraged to send in any information on their tournaments as soon as possible. Early release of information usually yields greater attendance.

AUSTRALIAN SCENARIO HANDICAPPING

All ASLUG scenarios will have the Australian scenario handicapping system as a standard feature. Any scenario submitted to ASLUG should have these handicaps included. Several ASLers are presently working on devising handicaps for official Avalon Hill scenarios, which will see print in FFE. These efforts should give some neglected scenarios a second life.

The purpose of this article is to explain the workings of the handicapping system.

Each scenario will have six levels of handicap bidding.

Axis 1-3 and Allied 1-3

(Players may also bid 0 for either side, indicating a desire to play that side as printed on the scenario card with no handicapping.)

After being assigned an opponent, players should follow these steps in order.

1. Choose a scenario.
2. Setup the board.
3. Pull out all counters in the OB.
4. Secretly write down the side and Handicap level they wish to play.
5. Reveal choices.

If players choose different sides, each plays the side and the Handicap level chosen.

If both players choose the same side, the player with the higher handicap level plays the side he chose and the other player plays the opposite side at Handicap level 0.

If players choose the same side and Handicap level, Low DR plays side chosen with Handicap level bid; High DR plays the other side at level 0.

It is important to note these are HANDICAPS, the higher the bid the more you GIVE UP.

The above Handicapping rules will be printed in each issue of ASLUG, the purpose being to familiarize players with this fine variant. It has little or no effect on actual game play, yet has a dramatic impact on scenario and side choice. It is an excellent device for tournament play.

MAIL CALL

(Letters to the Editor)

The Avalon Hill Game Co.
4517 Harford Road
Baltimore, MD 21214
12 October 1993

Gentlemen:

This missive is a probe, a tentative one at that, concerning a proposed new series of products to be published under the ASL banner. Over the past few weeks, there has been much online discussion of the "direction" Avalon Hill should take with ASL once the basic system is complete (as will be the case with the publication of the Allied Minors vehicle/ordnance OB next year). At the same time, we've received quite a number of letters from your fellows asking for ever more "Historical ASL" (HASL) modules—even some unsolicited submissions. Too, our management is pressing us for ASL titles with a lower price-point, as the sources of the ASL Annual shows that such inexpensive offerings for the system sell very, very well. In addition, it is their wish that a line of these could be established quickly, produced at short, regular interval (say, every 2-3 months), with enough variety in situation/titles to offer something of interest in the series to every WW2 buff. The example of the RPG adventures filling the shelves of bookstores and game shops has been mentioned more than once.

With my recent effort on the Gavutu-Tanabogo "mini-module" in mind, it has been proposed that we produced a series of such on various historical actions, individually packaged and up to our usual ASL standards in terms of research, art, writing and playability. In effect, this would be a series of ASL historical "adventures". I've been asked to ascertain if there is an interest among the buyers in such a line, and to then call for submissions (for the intent is that the research, design and bulk of the playtesting be done out-of-house). If such a line is created, I am to oversee the development of its initial releases (in addition to my other duties). It is projected that the first title could appear as early as next autumn, depending upon the quality of the various CG designs submitted by you and your fellows.

Given the parameters of the price limitations voiced (around \$10), the format would of necessity be fairly simple. Each would consist of a folio-style folder (for those familiar with the new SOA, similar in presentation), an unmounted ASL map of the historical terrain of the battle, four regular scenarios (two card-stock sheets, printed front-and-back as usual), and a 12-page booklet carrying historical background material and the CG itself (intro, OB, SSRs, etc.). Indeed, I would envision that each would be very similar in presentation to the G-T CG in the '93b Annual, with the exception that the package would be a shrink-wrapped folio.

So the first question to be determined is if you, as ASL consumers, would be interested in such a HASL series of "mini-Campaign Games". Feel free to discuss the matter here, for I'll be checking the amateur press to see what response my letter generates (so long as your editor continues to graciously send us complimentary copies). Sound out any of your fellows who are not subscribers, and pass along their consensus of opinion. Send letters or E-mail (c/o AVALON.HILL on GENIE/Internet) if you wish. This is a topic for general discussion by the entire ASL fraternity.

If there is enough support, then the next step for me is to line up a half-dozen or so submissions to form the initial releases. Which, of course, means that if you (or someone else you know) has wanted to try their hand at such, now's the time to get busy and put an offering together. A few points for the would-be CG designers among you before I'm flooded with paper--

1) Subject *must* be a historical battle of the '39-'45 period (earlier or later only if ASL develops to incorporate such). It may feature any nationality, situation or location allowable by the system, but must be flexible enough to allow for a CG. I can foresee a great many actions that might serve. Within this context, I will be primarily concerned with accuracy and playability—not content—when I come to evaluate submissions. If you've any questions as to the subject, feel free to drop me a line to confirm that it is suitable.

2) The package will contain NO counters, so your CG must conform to the existing countermix. While number of each unit is not a great concern, please try to limit yourselves to the current mix (based on one copy of very module published to date).

3) The map will be unmounted, on heavy stock printed on one side (ala. RB and KGP). Maximum size cannot exceed the equivalent of three standard map panels (i.e., 24 by 22 inches). Hex size should be our standard (24x22 = 30 x 33 hexes), although RB-sized hexes might be allowable depending on your design. The primary emphasis will be upon accurate depiction of the historical terrain, within the confines of the ASL rules. Although initially all I'll need will be a full-sized sketch map, be prepared to supply copies of your documentation (original maps, photos, etc.) for Charlie if he needs them to prepare the painted version.

4) I'll want at least four (and preferably five or six, to allow for playtesting casualties) "regular" ASL scenarios based upon this map. While, based on the action, these must be stand-alone scenarios. Again, be prepared to supply photocopies of your source material.

5) The CG (and yes, there can be more than one, ala. RB) itself cannot entail any extensive rules sections other than SSRs. I would envision that this portion of the booklet not exceed four-six pages. Too, if you've any record-keeping or players' aids (charts or reduction maps or whatnot), these must be such as to allow Charlie to craft them without interpretation to fit the back page of the booklet (to allow ease of photocopying by players). The CG must be complete; don't expect us to do your research or polishing for you. My role will be limited to editing and overseeing the artwork. And to coordinating the playtesting.

6) The rest of the booklet will be filled with a historical account of the battle, replete with map(s) and photos if space allows. As for the text, I will expect that to be supplied by the designer when he submits all of the above. While this need not be a masterwork (I can clean up almost any article), it should conform to standard English and cover the topic to my satisfaction. This is as important as any of the above in our decisions as to the acceptance or rejection, so don't treat it lightly.

7) While not completely rigid, the above gives a broad outline of what I'd expect. If you (or your group) are contemplating trying your hand at being an ASL designer and you've any questions, don't hesitate to contact me. I'll be glad to expound upon any of this. In the meantime, you can take our presentation of Dan Dolan's G-T CG as a fair approximation of what I am seeking.

If we decide that a submission is the sort of thing we are looking for, a standard royalties contract will be offered. Upon agreement, your work will be put into the pipeline. (If unacceptable, it will be returned, of course.) If we decide to pursue this new series, I hope to have several in hand by the Spring.

So, along with letting us know if you—as a customer—would greet this approach with some of your hard-earned cash, I'd also like to know if any of you might have plans on submitting such a mini-module. (Note that all this does *not* mean that we would not still produce the occasional boxed historical module, replete with rules and counters, covering a larger action.) Or if you know someone who might. If this is going to work, it must be "self-generating" (like the seemingly endless D&D adventure booklets). In other words, this is the chance for the hobby at large to have a hand in producing new material to keep *ASL* fresh and advancing into the next century.

Thank you...

Rex A. Martin

TOURNAMENT NEWS

Reporting ASL tournaments to its readers is the main purpose of ASLUG. Any tournament news will be printed. Tournament Directors are encouraged to send in their tournament news as earlier as possible.

(☉)Denotes ASL tournaments which the Editor has personally attended and recommends highly.

RECONTRES ASL '93 - Round 4

December 11, 1993

At L'Enfer Du Jeu

19 Rue Solvay

B-1050 Brussels

Doors open at 10:00 am

Entrance fee 100f Belgian

(includes Issue #24 ASL News)

Contact:

Philippe Leonard

28 Av. Seghers

B-1080 Brussels

Tel/ 02- 427 25 59

*****1994 ASL Open

January 21-23, 1994

Irving, TX

The '93 ASL Open, which has been called "The final jewel in the ASL triple crown", was a huge success by any standards. This year we have moved the site closer to D/FW airport and to a hotel with more affordable rates. Bob McNamara will also attend as a special guest, we may yet talk him into playing.

Irving is the home of the World Champion Dallas Cowboys football team and borders D/FW airport on the South and East. The new hotel facilities are top notch and are within walking distance of many fast food franchises (there is a McDonald's just across the street). The hotel provides free transportation to and from D/FW. For room reservations call:

Holiday Inn DFW South

(214) 399 1010

Room rates are \$59.00/day for a double.

This hotel has tons of amenities.

The same large cash prizes to the top finishers will be paid according to the revised schedule as follows; 1st \$400, 2nd \$300, 3rd \$200, 4th \$100. The format will be an AREA seeded modified Swiss style tournament. Try to make it if you can, we have other events planned and I will elaborate later.

To Pre-register for the Open send check or Money order for \$25.00 to:

Gary Fortenberry

232 Linda Dr.

Burleson, TX 76028

(817) 447 2850

-T-Shirts are \$10.00 (\$12 for XXL and larger)

-Ball caps are available in Black, White, Red or Kelly Green for \$12.00. If you wish to reserve a shirt or cap please indicate size (T-Shirt) and color (Hat) when you pre-register.

[Plans are in the works (as soon as I talk to Curt) to possibly move the '95 ASL Open to Las Vegas. The deals for room and board are phenomenal and air fare from almost anywhere is half the cost to fly to DFW.]

RUMBLE OVER CHICAGO

1994 Chicago ASL Championships

ASL TOURNAMENT WCW3

April 23 and 24, 1994

Best Western Inn of Burr Ridge

(30 min. SW of Chicago)

(708) 325 2900

\$50 per night if mention with WCW. 4 persons per room maximum. Please mention that you will be staying at this hotel on your pre-reg sheet.

\$13 for pre-reg by 3/1/94

\$15 after 3/1/94

All pre-registrants will be sent tournament rules and scenarios by March 1.

Plaques will be awarded to the top two finishers, and top four finishers will receive a cash prize.

Contact:

Louie Tokarz

5724 W. 106 St

Chicago Ridge, IL 60415

(708)857 7060

WINTER OFFENSIVE 1994

WHEN: February 25 6:00pm - Sunday 27 6:00pm 1994

WHERE: Comfort Inn

US 50 & 301 Bowie

Maryland 20718 (USA)

(301) 464-0089

RATES: 48.60 Single

53.10 Double

62.10 Quad (Plus Tax)

WHEN YOU CALL FOR RESERVATIONS, MENTION WINTER OFFENSIVE FOR SPECIAL RATE!

The Hotel/Convention Center is 6 months old, the new facilities are cleaner, larger and better lit.

TENTATIVE PRICES:

Weekend by 2/1/94 - \$12.00

Weekend after 2/1 - \$15.00

One Day (INCL FRI NITE) - \$6.00

Depending on attendance, munchies will be provided. The facilities are a little more expensive, but with last years attendance (with a minimal gain) we may even have enough for pizza on Saturday Nite!

PRIZES: Depends on Attendance.

FOR FURTHER INFO WHEN AVAILABLE

CONTACT:

Brian Youse

8191 Turn Loop Road

Glen Burnie, Maryland 21061

410-969-2733

email - brian@tpocc.gsfc.nasa.gov

AFTERACTION REPORTS:

ASLOK '93

✕

Scott Drane

OK guys,

You asked for it:

I drove to ASLOK from Chicago with Rob Banozic, Scott Holst, and Rich Spilky. We got in on Wednesday around 6PM and played a "warm-up" that night.

My ASLOK was quite international this time around.

Game 1: I played Bernt Ribom from Sweden. We played Under the Noel Trees, and I had the Germans. I sent one tank out early to flush out the hidden American TDs, but unfortunately, the second tank commander forgot to stay out of LOS and also got toasted. After turning the board into a boiling smokepot, I was in a position to exit four tanks by the second to last turn, but Bernt rolled a three to nail the last one and squash any chance of German victory. Highlight of the game was a Bounding Motion Fire hit on a squad in a wooden building (snakes followed by a two dr). 0-1.

Game 2: I played Neil Something-or-Other (from Virginia) in Liberation of Tulle. Again, I had the Germans. Neil attempted to overwhelm the German defenders with his numerical superiority. He skipped the first PrepFire Phase, and a couple partisan squads died trying to dash across the street. Nevertheless, the partisans had lots left. The Germans executed a fighting withdrawal to the last victory building. Highlight of this game was a Spraying Fire snakes DR on the two major partisan FGs (3 squads each with SMC and SW, 8FP -1, 8FP +1), which caused the Partisan commander to throw in the towel. (These are my highlights, not necessarily my opponents' highlights. 1-1.

Game 3: I played Adrian Earle, who hails from Canada, in Death at Carentan. Once again I was the Axis. Luck was on my side as the German sniper took out Adrian's 9-2 on the first turn and two squads failed the resulting LLMCs. The American starts with only three squads, so I ran a HS through all the smoke and advanced on the last good order squad in order to keep the others DMed. The HS was made of sterner stuff than I imagined, however, and rolled eyes in the ensuing CC destroying the American paratrooper and creating an 8-1 in the process. Adrian got his reinforcements, but did draw two initial red chits for OBA. Only a fanatic German HS in the victory building surviving a 20FP+2 in the last DFP kept the Germans alive this time. 2-1.

Game 4: I played Tim Wilson in Lehr Sanction. I told Tim before we chose sides that I thought this one was a little tougher on the British, but we decided just to roll for sides without balance for either. I got the Axis again, and thus would have to live with the embarrassment if I lost with the (presumably) stronger side. The Germans prevailed again, however, with the Allies conceding on Turn 3. Tim now shares my view that this one is a little tougher on the Brits. 3-1.

Game 5: On a roll now, I meet up with none other than the Fortmeister himself. He offers me choice of scenario and side. I contemplated choosing the Axis in

Six Came Back, but decided that I couldn't live with the humiliation if I lost. We decided on The Niscemi-Biscari Highway, and I got the Allies for a change. Fort spent one of his PrepFire phases thinking it was his Defensive Fire Phase, and lost a turn of movement (though it didn't matter). The Americans did manage to destroy the AC, but couldn't overcome an initial bad setup. 3-2.

Game 6: I played Richard Cornwell from Australia, now living in London. Richard and I played One Log Bridge, and I settled into my new role as the Allies. I took this one low and slow, because I thought I had lots of time and only a little territory to cover. A little too slow it turns out. Although the Americans did discover some Nips lurking in the swamps, they just couldn't make it across the stream. Richard did something I thought was pretty neat. He ran a HS behind my 9-2 and two-squad group. Although the HS broke, the 9-2 broke from fire in another direction (oh-oh). Naturally, the 9-2 was eliminated for Failure to Rout, and both other squads failed their LLMCs and were eliminated, too. Never thought about LLMCs for a leader that dies that way, but won't soon forget that one. 3-3.

Game 7: I played Rich Spilky in Munda Mash. I had the Japanese this time. Firelanes slowed Rich down on the first turn, but the Americans kept coming. I had spread the defense out too much, and couldn't generate a single TH-Hero. Two crucial CCs could have turned the game around, but the Japanese just weren't up to their usual stuff. 3-4.

Game 8: I played Russ Hall in The Citadel. I had the Russians, and we both finished our setups at about 11PM Sat. night. The Russian dice were hot in this one, as about 15 sniper attacks took out the German 10-2 and at least two full squads. Outnumbered 20 squads to 10, with two Russian guns still HIP, Russ threw in the towel at 7AM the next morning. 4-4.

Finally got to meet the Wolkman, although I missed a couple other Genieites (Warren Smith, where were you?). Had a great time, can't wait til ASL Open!

Scott Drane



Chuck Wallace

ASL Oktoberfest report:

Well here goes, excuse me if I spell any name's wrong as I am writing this from memory. Arrived Thursday morning and played Brian Martuzas in 'Shootout at Singling' Blame it on being tired from the drive or whatever but I completely forgot about smoke and tried to push my way into the buildings. Needless to say I was smashed and off to a great start at 0-1.

Next I played Mike Klautky in a bloody battle of 'No Farther'. This scenario is from the Rout Report and seems to be well balanced. The highlight of the fight was Mike running two tanks into buildings and putting them into the cellar in the same Movement phase. I put up a good defense but Mike waited me out and won. 0-2

Well Friday saw me at 0-2 and playing Graham Cosmas as the German's in Le Herrisson. Got all the Smoke and HE I needed to run away with the win. 1-2

Next I played Rob Lyon in Bridge to Nowhere as the Italians. Highlight of the scenario was HOB die rolls. My Italians even with the modifiers managed to Fanatic one squad, Battle harden one squad and generate a heroic leader. A little too much for Rob as I won it in the last turn. 2-2

My last game Friday was as the Poles against John Droscher's Russians in Age Old Foes. I

had never played a scenario with cavalry and it showed as John wiped the map with me 2-3

Sat. started out by playing Alex Nemeth in the Bitche Salient as the Germans. Back to back critical hits with my Stg III and my OBA wiping out a couple of squads and half-tracks made my surviving forces too much for the Americans to deal with 3-3

My last game at Oktoberfest was from ASLUG, 'Twilight's Last Gleaming'. I took the German's against Keith Evans Americans. this one came down to the wire as one of my last remaining squads stopped a last minute dash for the final victory building. 4-3

All in all a great time and very good opponents. Got to finally meet some of the names of the hobby. I'll be sure to be there next year. Last but not least, congratulations to FORT on his 9-0 win.



Steve Pleva

Here is the long awaited?, long winded, unbiased report from ASLOK 93!

Subtitle1: Really long meaningless ramblings by Steve "Elvis" Pleva

Subtitle2: Introduction of the Whine scale. A rating showing how much an individual whines. Zero whine faces are lowest. Ten being the highest. Eight or higher makes you a crybaby.

Three or less is acceptable behavior. I make no apologies for these ratings.

Arrived Wed. 9:00P.M. at the (Un)Quality Inn, a marginal, at best, lodging establishment. The towels resembled oversized 10 year old dishrags; you can forget about drying your hair. I guess its appropriate, showers are for wimps. If you're going to conduct combat, you might as well smell like it. Ray Woloszyn was my roommate, you gotta like a guy who speaks both German and Russian. Who else knows

how to say "Grave for seven brothers" in Russian.

Ray was playing Dirk Heinz in our room. Found FORT, Guy Chaney, and Guy Chaney's friend Mike McGrath in their hotel room watching the baseball game. Guy and I decide to get a warm-up game while we watched. Morgan's Stand from the latest ASLUG was the scenario of choice. Good game all around; Guy won because my M10 couldn't hit his Pz IV with a 9 or 8 intensive fire shot. My record with Guy dropped to 2-1. What made this game interesting was the background noise. No, not the baseball game, FORT and Mike arguing about everything. These guys are like children: "The Americans don't stand a snowball's...", "You got lucky, otherwise I'd have...", "I'll give you the balance and still..." These two are like oil and water, they just don't mix.

Got a weekend record 5 hour sleep. After a disorganized rally phase, the theme tournaments got underway. The playing area was an undersized, dimly lit ballroom(?). The bottom line is that none of this matters. Once the game begins, the environment disappears. Although, I am looking forward to the 1995 ASL Open in Las Vegas. Baby needs a new ASL set... I had the 1943 thingie as my first choice and it was already full. Luckily, there were a few no-shows and others got their first choice making room for me.

The first round scenario was by vote. The Battle for Rome was the winner. I can't believe we picked this one. This sucker is long, too long. The pairings were decided by random. I got Rich Summers from Wisconsin. I never played him before, but he's known for his solid, tenacious play. Rich got the Italians with the balance. I lined up my Germans to enter on the left with the thought of a 6 or 7 turn blitzkrieg. I then rolled the worst snakeyes of my life.

Wind change to heavy winds! So much for that sissy smoke crap, I'll have to win this the hard way. With all that HIP stuff and no smoke, I was forced to play a conservative end run strategy. It took all 11 turns,

but I managed to get enough off the board. The Germans definitely have the edge in this one. I was able to systematically move forward while yielding only one shot on my StuGs. This was a costly win in terms of time, 12 hours - 720 grueling ASL minutes! Rich is a good guy and ranks low on the whining scale, only a little rumblings of a lack of snipers.

Rich Summers :('('

At 1:00 A.M., Ray Woloszyn (the battle of room 233) and I decided to play something relatively short and nasty. Beyond the Pakfronts with ABS was chosen. Ray picked R0 and I took G1. I love this ABS system! Its a great way to choose sides. If you bid too low, you may not get the side you want; if you bid too high, you may put yourself behind the 8-ball before the game starts. Ray deployed an up front defense and I rolled most of my guys past his lines. The early game was spent trying to eliminate his infantry. I lost a few HTs, nothing serious. Then the show started - my tanks rolled in and one was promptly recalled by a sniper. What a stupid mistake, there was no reason to have him CE. After a 12 hour game, your judgment isn't always sound. I was able to chip away at his armor so that by the last turn, he had two Lees and a T-34. I had a few squads, a 20L ht, and a StuG III. On the last turn, I threw my infantry at his tanks to get him to shoot; being a veteran defender, Ray didn't bite. Next, I wheeled my 20L ht adjacent to the side/rear of a Lee and took a BFF shot. Hit, doubles, multiple hits, TK DR=5 P. shock, TK DR=3 kill! Multiple hits are cool, yah cool...eh eh eh eh eh. This put me in the finals against Eric Givler. Ray is a great guy to play, virtually no whining considering he had such a crappy ending. Class guy all the way.

Ray Woloszyn :('

Asleep at 5:00 A.M.

Awake at 9:00 for the finals against Eric Givler. We decide on A Bridgehead Too Wet. I get the Brits with the balance. I setup four trench groups spread out so that he had to take trenches on both sides of the map. The bombardment was largely ineffective, immobilizing one tank. He came on with his armor and began dueling at extended range. Then my weather control failed me again - the rain stopped and left my armor exposed and allowed him to use SMOKE. He ripped most of my tanks while losing only one Mk IV. By turn three I was in trouble. I was lucky that he attacked somewhat piecemeal. He was never able to overwhelm any position. He then put unsupported armor pointblank to my trenchlines. He inflicted some losses, but he had two tanks immobilized by ATRs and a third immobilized in CC. Without mobile tanks to rumble into the trenches, his infantry got chewed up in the open. This was another long puppy - 12 hours. It would have been an enjoyable contest, except Eric was whining nonstop. Grow up already, whining is for girls.

Eric Givler :('(' :('(' :('(' :('(' :('

The first confirmed crybaby!

I start the regular tournament 2-0 while winning the 1943 tourney, albeit somewhat late. Its late Friday and I need seven more games by Sunday afternoon.

Guy Chaney and I sit down to play a quick one. He suggests The Glory Road - a scenario I've never played that he played a long time ago. I let him setup the Brits. I setup my guys for the first turn blitzkrieg. Once again, the weather turned against me - the heavy rain stopped. So much for that wimpy +1 defense while moving in the open. I was tired and wanted to win quickly or not at all. I was going to insure that this one didn't go the duration. I charged

my tanks right into his lines. He fired at my tank on the bridge in a boresighted hex and missed. Cool! I roll up my infantry into the open. He fires an eight even on a stack with a leader and two squads. Snakes kills a squad and wounds the leader. Uh oh, maybe this will be my quickest loss ever. He then roasted two tanks in his turn. For my second turn, I move through the wire like it was brush - no wire roll higher than a 2. I run through the open and he does no damage to my idiotic moves. Turns two and three featured the Japanese killing 5 squads and a leader while losing a HS in H-to-H CC. This was the luckiest win I ever had. Only the Japanese can get away with that crap. Guy took it very well, considering he was eviscerated by the dice. Guy Chaney :(:(

Asleep at 4:00 A.M. and 3-0.

Awake at 8:00 A.M. and hating life due to lack of sleep. This feeling will disappear quickly as I sit down to play Mike McGrath (the monster of the ASL circuit) going for the triple crown. Mike was going for the ASLUG prize so we decided on One Step Forward. We decided to give both sides the level 1 handicap and rolled for sides. I setup the Germans in an up front defense. This strategy normally gets your butt hammered, but I thought I could bleed him enough early. Mike slammed into my center and left. He sent me reeling, breaking my flank guards and surrounding my forward position. He did give up two tanks to my well positioned AT guns. After 4 turns he was pressing into the center of town and disaster struck; both AT guns malfunctioned. He began to overrun these positions with armor when I got my retribution; an ATR immobilized a tank and a rear CH on a second in his MPH. TK DR-3 burn. Critical Hits are cool, yah COOL. heh eh heh eh heh eh...

The balance for the Germans was an extra ATR; I'll never underestimate their value in the future. The end game was exciting with the final turning point being an ambush of a French 8-1 and squad by a German hero and squad. He fell one turn short. I would get my second prize of the tournament: "SPECIAL I KEPT McGRATH FROM THE TRIPLE CROWN IN '93: There's no prize greater than the glory."

Mike played a great game and was fun to play. There was almost no whining on either side, despite some extreme stuff happening. 4-0 and on a roll! Time to find another weak player to beat up on.

Mike McGrath :(:(

In the middle of the afternoon, FORT and I sat down to butt heads - or - is that "two Buttheads"? Since I'm runnin' late, we decide on Death at Carentan. Chaney and McGrath say its even; so by diceroll. I get the Yanks. FORT sets up and I come crashing into town. We play a turn and I figure out that he illegally setup the squad HIP. Since I played poorly to this point, we decide to start the whole scenario over. Take two:

I crash into the town, again. I take the town, while he escapes with a squad and leader. FORT counterattacks aggressively and pushes me back to the town proper. In the process, he leaves his 9-1 and two squads in an open ground hex. I get a couple squads broken so I could maneuver my 9-2 and two squads for a 8 down 2 shot. No effect. I'm now somewhat out of position and FORT is closing the noose. Then my OBA kills two squads plus a leader and breaks two squads on one flank; and during the exchange, my sniper wounds a leader and breaks a squad on the other flank. I'm liking life right about now. I had been pushed back to the center building, so I began to advance outward a little. FORT regrouped and slammed back at me. I then missed a couple key shots (24FP 0 and a 20FP +2). FORT pounded me in the open and pushed me back to the center. On the last turn, I made a last ditch push under cover of OBA

smoke. Too little, too late. This was one of the best, exciting, and close ASL games I've ever played. The advantage swung three times. Great game FORT! I hate to even mention this, but I must be fair. When you go 9-0, there is absolutely no reason to whine - EVER! You are too good of a player to do that. Next time we play, I'll hammer you - GUARANTEED! :)

GARY FORTENBERRY :(:(:(:(

It was late Saturday, and I was looking for a quick game. Bill Archer and I sat down to play One-Log Bridge. I didn't know Bill, so I had no idea what to expect. I played an uninspired game as the American, while Bill played a solid game. Plowing straight up the middle is definitely not the way to play the Yanks. The game was reasonably close until my last player turn when Bill rolled snakes in CC in the final victory hex. He would've probably beat me without it. I found out later from FORT that Bill played that scenario about 20 times. I think I've been had. :) Bill is a good guy and player. I'll be lookin' for a rematch.

Bill Archer :(

After another three short hours of sleep, Pete Mudge and I sit down to play Acts of Defiance. After the intimidation and piece recovery phases, we choose sides. Pete takes the Ivans, I get the Krauts. We rubbed none of the 14 possible building hexes. Pete put most of his infantry to the German right. I decide to attack from the German left while the engineers cover the bridges. Everything went right for me in this one. I take a squad and MG out on the fly as I enter the center building unmolested. My Pz IV/70 rolled up and nailed a T-44. The Hitler Youth nail a tank and suck up the backblast like it was a bad fart. I only had three guys break the whole scenario, even though his 120mm OBA hit several dudes. They promptly rallied, with or without leadership. Pete resigned after three turns. Up to this point, my casualties were a HS that suffered casualty reduction due to a 12TH DR on a PF shot. Rough day for Pete, which sent him into a previously unknown form of whining. This whining was somewhat incoherent, but there was something about remote body orifices and tongues and elbows. Either he was whining or making a pass at me. Knowing Pete, it must be the former. I would appreciate a translation if anyone's got one.

Pete Mudge :(:(:(:(

If I get two quickies in, I could end up 7-2. Richard Cornwell, an Aussie currently living in London, and I chose Hart Attack. We both wanted the Brits; he bid A1, I bid A2. Again, you gotta love that ABS. Rich setup at the edge of town and woods line. I tried an end-run along the boardedge and sent the board 11 forces around the other flank. Dropped SMOKE in the center to cut the board in half and sent the HSs forward. His first two shots were 5,5 and 6,6. Everything was going great. NOT! By the end of turn 1, I lost 3 leaders, 1 squad and had a Lee stunned, plus the usual assortment of broken dudes with not enough leaders to go around. He had prepared an up front defense and I didn't wait for the OBA. This cost me dearly. I realized at this point that I would lose this game if the tanks didn't hit the town. I then turned the armor back toward the front of the town and prayed the 88 was somewhere in the rear. Even with inexperienced crews, these tanks are awesome. Gyros are cool, yah COOL! ehe ehe ehe ehe ehe. He pulled back and left the 9-2 with the HMG and squad up front. I then pinned the squad in PFPh and rolled a Lee into bypass and proceeded to place a DC and Gammon Bomb in his hex. Boom! Strongpoint neutralized. By the end of turn 3, he lost all his leaders and resigned because his 88 was too far back. Rich played a great game and made only two real mistakes: 1) Leaving the 9-2 unsupported and 2) placing the 88 where it couldn't support the main defense line. Richard is not a

whiner and a fast learner; look for him to make an impact in the future.

Richard Cornwell :(:(

It was too late to get another official scenario in so I end ASLOK '93 with a 6-2 record. A good show, considering the fact that I played all top dudes. After some of the usual ASLOK BSing, Rob Wolkey and I decide to have that grudge match after all. At 1:00 A.M. Monday morning, Rob sets up the Germans in Patton's Prayers. This game was a fog; and from the way Rob played, it must have been a fog for him too. I threw caution to the wind - again. He hurt me early, nailing a berserk 8-1 and 667 in CC, and recalling a 76L Sherman. Then that nasty American firepower went to work and I overwhelmed the town with the help of the jumbos. Even though my armor was crawling all over the town, Rob never even attempted a PF shot! After the game, I asked Rob why he didn't use any PFs and he responded, "I didn't realize they had them yet". Brainfreeze. Happens to anybody after 4 days of ASL at 3:00 A.M. We'll play again under better circumstances. I'm sure. Rob is a good guy, even though he whines too much.

Rob Wolkey :(:(:(

Mercifully, this is the end. Thanks to Grofaz and Action Burke for another great ASLOK. Congrats to FORT on another well deserved championship!

Special thanks to my wife, Linda (a.k.a. The Saint) who had her Gall Bladder out on Monday and insisted that I still go to ASLOK Wednesday afternoon. I owe her bigtime - and I'm sure she'll collect.

Steve



Steve Crawford

Hi Guys!

Rather late in my reporting (the real world jumped me about two hours after landfall in Jax and hasn't gotten off yet...why can't ASLOK last all year!), but here goes...

Tuesday night: (OK, so we were early...)

Arrived with Dirk, RussB, and Jim to find that USAir support had scored a near miss on my British armour with only the armoured cars taking fire...strike one for Commissar Cheesehead! Played "Raiders of Butaritari" and "Prussian Panic" with Rich Hill, losing the first one and winning the second...1-1 for the week. (Having been plastered by Fritz and Hans many times in the past, I harbor no illusions of ASLOK grandeur...)

Wednesday:

The morning began with my being crushed like a grape by Eric Givler in "Bridge to Nowhere". Those feisty Italians rolled me up like a cheap carpet while my ridiculously heroic tank commander made too good a target for words...1-2.

Afterwards, it was "Mount Pissoderi" with Jim Berhalter's Italians unable to stand up to withering Greek fire. Alexander would have been proud...2-2. Enough for the warm-up, let the games begin!

Thursday:

The fighting begins in earnest, with the sands of North Africa whipping around my ears. From the turret of my trusty Panzer III I scan the horizon only to meet the grinning glare of my arch-nemesis Fritz! Never have I beaten him, and again I fall to his might...the scenario, "Khamsin", and far too many of my proud Korpsmen fall to secure victory...0-0/2-3 (ASLOK/Week).

Later that afternoon, I was again transferred to those sandy wastes with the British in "Desert Citadel", with Brian Martuzas(sp?) as my Italian adversary. The Fates were not kind to him, with the British weathering four and a half turns without being forced to test their mettle even once! (Nothing better than a PTC rolled!) The Italians withdrew in dismay...Open game - 0-0/3-3.

That night, it was Stalingrad in all its fury, squaring off with James (?) in the "Tractor Works". A bloody fight all the way, with my German 10-3 leader going Heroic-Fanatic (6 HOB) in one fire phase and then falling to a Casualty MC/5wound die on the next enemy fire phase. "It was the best of times (rattle, rattle "Ack! Boxcars!)", it was the worst of times..." 0-1/3-4.

Friday:

Began the day with "Mount Pissoderi" against Jim Thompson. (First "tournament" playing, so no duplication). Again I commanded the stalwart Greeks, who turned out to be not so stalwart this time. On the first Italian DF phase, the 9-1 commanding the HMG on board 2 fell to enemy fire, and the poor squad accompanying him was never the same. After a turn of attempting to play it out "seriously", which precipitated a "1" sniper that cleared the foxhole for me, I decided to launch the Greek equivalent of the "multiple human wave". No less than three separate waves of crazed Greek soldiery rushed the hill, skirts a-flappin in the breeze, each time one daring squad reached the pinnacle, in position to advance into the foxhole, only to be blasted back down the hillside by the now so very stalwart Italians...."missed it by THAT much"...0-2/3-5.

The afternoon saw the beginning of a long and ugly war with "Welcome to Vietnam", starring the legendary Scott Holst as the French. After initial progress with my Japanese, the dreaded monsoon rains started in, and my attack bogged down in a morass of muck. Might be a nifty little scenario if you preclude the possibility of rain...whine, sniffleCheesehead falls, 0-3/3-6.

Finished up the day with a rousing fight for "Hill 253.5" against Dave Lamb, with me commanding the Russians. A fiercely fought battle, with much psychological warfare on my part. (What hex was that? flip..Hrrmm...OK, no mines there...). Highlights: dueling flame-throwers, Dave's Stuka shooting down my Sturmovik (Rudel at the stick, no doubt...), and a boxcars startup for the PantherD. Can you say engine fire? My crafty Russians hide like Clinton supporters after the election, and Commissar Cheesehead finally triumphs in tournament play! 1-3/4-6.

Saturday:

The day began (and ended) with "The King's Dash" from the new Rout Report. George Windau stood fast as the Italo/German commander in what was possibly the single most intense ASL game I have ever played. Ten hours (and a pack of smokes) later, one lone, heroic, and perfidious Italian squad stood up to a 24+5 shot, and although Pinned, managed to rip sweet victory from my grasp. This was on the Turn 8 (of 8) British Defensive Fire Phase, and had I managed to break them, I would have avoided defeat by only ONE DVP! This was what war movies are made of...alas, defeat for the Commissar. 1-4/4-7.

Sunday:

The limited intelligence tourney saw me squaring off with Neil(?). My Marines were victorious with only one Japanese squad and a 7+2 leader surviving the bloodbath, with a loss of only one and a half squads. God bless Chesty! OORAH! GUNG HO! GUNG HO! GUNG HO! Open game - 1-4/5-7.

Then, on to the "Brandenburger Bridge" with Warren. This has been previously detailed, with the exception of my brave Russian 9-1 leader hurling himself through no less than SIX 2-2 firelane attacks and emerging unscathed. We were punchy, but it was a riot! I gladly give both of us a moral victory for fighting bravely! Open game - 1-4/6-7.

At Last, the final test. The moment of truth. Bashing through bloody hedgerows against, yes, the Wolkmeister himself along "The Road to St. Lo". A bitter contest that ended with my last PzIV having to ESB/Immobilize because his Yanks were routing so quickly! (hahaha...) Seriously, he put up staunch fight and rightly claimed the victory... (plus, he brought the beer!) I say, do not kill the Wolkman, as I must exact revenge amongst the bocage next year! (Did I mention he brought the beer?) Open game - 1-4/6-8.

Thus ends the annals of Commissar Cheesehead. I must say congratulations and thanks to Fish and Burke for putting on the most cohesive, well-managed, and just damn good fun gaming event I have ever attended. Everyone I played against was nothing but gentlemanly, and the atmosphere was friendly and social. Also thanks to Bob MacNamara for the conversation, and for helping pass some time with the mutual "inept bank robbery" stories. Much of my faith in Avalon Hill was restored by his presence and "genuineness".

I'm tellin' ya, save your pennies, steal from the wife and kids, work overtime till you drop, do ANYTHING you possibly can to attend this event. It is the finest in my 18 year gaming experience, and hopefully, can only get better. Fond memories of better days to recall while saying "That's OK, you'll get it next take...Take 137..."

And besides, Fish does the BEST Beavis and Butthead impersonations in the world...

Take care,

Shelly C.

"Commissar Cheesehead"



Richard Cornwell

I arrived on the Wednesday evening and launched straight into a game of Le Herrisson which was adjourned when fatigue hit, never to be resumed. I entered the PTO theme tournament and won my game of Munda Mash against Dave Derezinski with a successful last turn ambush of the big Japanese pillbox. Two of my tanks had gone down to a very straight shooting (and well fueled) FT.

My second game was against Gary Fortenberry in an ASL News scenario 'Welcome to Vietnam' with an elite Japanese force attacking a fortified French position. Gary attacked very boldly with multiple banzai charges and nearly pulled off a very difficult task, which was made more difficult by us having misread the Japanese set up area. This effectively took away at least a turn from his attack. I think that if you set up correctly then this might be a balanced game. I probably don't feel as bad as I should about this as Gary elected to play the Japanese even on the basis of the erroneous setup.

In the final I agreed to play Totsugeki before I realized that I was playing Guy Chaney (well, I'd never seen him before and didn't catch his name initially, I blame jetlag) :-). I went down partly thanks to a super Chinese crew that survived 2 HtH CC, a DC, malfunctioning and repairing its gun and self rallying under DM to get a couple CHs. I think that it KIA'd 4 Japanese squads on its own. It was one of those games where nothing I did came off, but Guy also played very solidly to take advantage of this. I

still had some slight chances going into the last turn. This finished at about 4 am.

The next day I opened the regular tourney at about 1pm with a game of 'One Step Forward' an ASLUG scenario with French v Germans against Brian Yousse. As he's already recounted I got lucky at the end. This was the fourth consecutive game to go to the last turn with the outcome in doubt. My nerves couldn't take too much more of this. Allowing for the 1-0 credit for the PTO tournament I was now 2-0

My next game was another ASLUG scenario 'Mount Pissoderi' with Greeks attacking a pretty poor force of Italians who are reinforced by an AC and a light tank. At the end of turn 1 I was being totally wasted with my mmg busted, all my mortar and gun crews broken and a very hot Greek hmg sitting on the opposite hill out of reach of all my troops. Fortunately a sniper took out the hmg and I killed 2 of his leaders. In the endgame the AFVs went overrun crazy. I think that I did more overruns in that game than in the last 50 games I played put together. 3-0

The next day I played One Log Bridge, with USMC troops attacking the Japanese on Guadalcanal. The US player was too paranoid about HIP Japanese and was too slow in his attack. It went right to the end though. 4-0

I then played Robbie Weissbard in a small In Contact scenario called Broich Bash. Seven boxcars in 3 turns rather spoiled my attack (both my tank MAs malfunctioned on Turn 2. Oh well, I'd been lucky so far. 4-1

Then I played Bill Archer at Tiger, Tiger (from the General). We both bid for Germans but I ended up with Russians. The 18 KVs charged across the open ground and killed a Tiger and then swept on to the victory area only losing 6 tanks. This scenario appears to be tough for the Germans. 5-1

Then started a game of Ramsey's Charge with Mitch Balicki. This is a great scenario. Its a bit dicey as a lot depends on the initial US charge and how much damage the -4 shots on the guys wading the river do. My charge went well but nothing much else did for a long time. In the endgame though the US firepower ground down the Japanese enough for me to capture the last victory hex and then gun down the banzai charge across the footbridge. This is now one of my favorite scenarios. Both sides have interesting problems and options with quite a fluid situation. 6-1

I finished my game with Mitch at 5am and then slept until 12, waking with horror to find that I had to start my second game of the day by 4 to get in 9 games. Feeling like death warmed up I stumbled up to the games room and got into a game of Turned Away. I was feeling so vague that I forgot that there are 2 gullies for the German to set up in! This completely confused my opponent however. Fortunately I had some amazing dice and won in 3 turns. 7-1

My last game was against Steve Pleva at Hart Attack (another ASLUG scenario). In my vague state I made numerous errors that were well punished by Steve, in spite of my killing 3 of the 5 British leaders on the first turn. He killed all 3 of mine on turn three! Those M3 Lees with gyrostabilizers that feature in this game are impressive MG platforms, pumping out 12FP at adjacent targets in bounding fire (ouch). 7-2 (in a tie for 3rd with McGrath and someone else)

At the end I felt totally spaced out, but happy. 11 games in 4 days is just too much, particularly when 6 or 7 went right to the wire. I would have preferred to have time to play some slightly bigger scenarios, a few that I played were just a bit too small for my taste for 'serious' play.

The people were nice and I got a warm welcome. The people I played against were competitive but not what I would call sharks. Games

were played in a good spirit with much whining about dice.

I played 9 scenarios that I'd never played before, including the 5 ASLUG scenarios which I found to be really good. I had close, interesting games each time and each really challenges one to exploit every piece in your OB and to have a good sense of the tempo of the game. I highly recommend ASLUG to anyone looking for more good scenarios. A steady stream of Series Replays in the magazine will be useful too. I always manage to learn a few things from them. I learnt a bunch of new things about the rules. I guess that my results show that you don't need to be an expert with the rules to do OK.

Don't know if I'll be back next year, it's a long way to go from London, but who knows?

Richard Cornwell.



Dirk Heinz

Here's my after action report:

I got in on Tuesday at noon. That night Jim "Beerholder" and I played Welcome to Vietnam. I pounded his exposed units on the hill with 90 mm mortar on turn three, breaking all the units that could possibly see or stop me on that turn. He conceded on the next turn.

Wednesday morning Cloyde Angell and I played Morgan's Stand. I was a close scenario which I thought I had won on the second to last turn when I had broken all 5 of the American squads on board 10 and had advanced adjacent to them. They were trapped in the woods with nowhere to go. He managed to rally them all and pound me with prep fire. I spent the last turn trying force a lucky break and I failed.

That night Ray and I tried to play Chateau Cherry but Schilling kept interrupting us by striking out Braves batters. We managed to get through a few turns but neither of us was really concentrating on the scenario. I think that he had the upper hand when we recorded our positions but we never found the time to finish off the scenario.

That put me at 1-1-1 for the preseason.

Thursday morning I got into the Desert tourney. I got matched up with Shelly in Khamsin. This was also a close match until my 2 pounder and close assault squads got hot. I took out two tanks and two half tracks in one turn. That about sealed the win. 1-0

Next I played Desert Citadel vs. Ben Lange. He mopped me up pretty hard due to no passed morale checks at all for the defenders. He kept me in it until the end though by not pressing his attack hard enough when he had me on the ropes. That ended my foray into the Thursday mini tournaments.

Friday I played Beyond the Pakfronts with John Handforth. He seemed pretty burned out from the night before and his play reflected that. After I had bagged most of his infantry before the reinforcements arrived he just seemed to be playing around with the pieces instead of playing the scenario. He used his tanks to go after my half-tracks instead of engaging my Stg's which proceeded to mop up his tanks. 1-0

Mitch Balicki and I decided to play Shootout at Singling as our next match. Mitch is a very meticulous player (even slower than Perry) and so the first four turns of this game took 5.5 hours. It was 12:30 and it looked like the game was going to come right down to the wire (as well as finish up at 6 am) After both of my onboard tanks rolled 12's in the same turn I conceded. I would have had to play hide and seek with my tanks for 5 hours and still might

not get the win. I decided that sleep was more important. This way I could spend the rest of my time playing low pressure games with people I had never played before (my main reason for going to these things). 1-1

Brian Youse (Ryan Louse) and I got together for our usual tournament game. I first played Brian at Origins in 90. We had an extremely close game that year and have never had one since. It seems no matter what we play from that time on one of us gets incredibly hot dice while the other guy's dice goes cold. We played Op Hill and it was Brian's turn for hot dice. After I got across the paddies with only one squad of losses I thought I had the game won; but Brian's dice of 3's and 5's arrived and proceeded to decimate me thoroughly. I think I had 2 squads left at the end and I hadn't even dented his reinforcements. He felt so bad about dicing me he even bought me lunch. Maybe I should lose on purpose next time.

1-2

Steve Peterson and I finally got a chance to play after talking about it for some time. We decided on the Fugitives since neither of us had ever played it. Steve ran into my hip stuff big time (I managed to break and eliminate 3 squads and an 8-1). That and a broken main armament on his Stg put him pretty far behind the eight ball. 2-2

For my Sunday game I played Jim McCormick in End of the Ninth (which is my favorite from CDG). Jim chewed my infantry up in the early running but this one continued to sea-saw throughout the scenario. Even though he beat me this was easily the best game I had in the tournament. Jim was a lot of fun to play and it allowed me to avoid listening to Wolkey whine all day about how bad his luck was while playing Bunten. 2-3

I went 3-4-1 for the weekend which is about what I average at these things. I usually try to play new scenarios which puts me at a disadvantage as far as tournament play goes but it does make it fun. This was by far the best tournament I have been to and it is a must go no matter what your experience level.

Later,
Fritz



Warren Smith

ASLUG Scenario report

OK. As promised, here is what I did during ASLUG and how it went. Sorry if I go on a bit too much - I tend to get long-winded.

I arrived Wednesday afternoon and had a game set up with Mike McMain which we got started around 4:30 or so. We played ASLUG 1 "Beyond the Pakfronts". I was the Germans. Mike had a pretty good setup and was holding me pretty well in spite of malfunctioning his AT gun after knocking out only 1 of my half-tracks. The highlights for me were being able to maintain radio contact for only 2 player turns and not being able to call in any fire missions, and a failed 12 -1 overrun which ended up with an immobilized half-track, which didn't last long after that. I still had a chance until 2 of my Stug III got nailed by low-odds attacks from Mike's tanks. I had too many units die and didn't take enough of his units down with me and wouldn't have been able to pull it out, so I resigned. We then went and had dinner and spent the rest of the night seeing what else was around (checking out the KGP maps which are really wild) as we didn't have enough time to start another game. This was the relaxed part of the tournament. It got more tense and went downhill (record-wise) from here.

Thursday morning, I started off with a game of ASL 27, "The Liberation of Tulle" as the Partisans as part of the Partisan single elimination mini-tournament. Both my opponent and I wanted to play the Partisans and I ended up getting them and he got the German balance. This didn't help me too much. I just couldn't get my attack off the ground. The highlights for me were a critical hit with the panzerschreck (24 -3) which resulted in a dud and the demise of my "killer" stack led by a 9-1 due to a low-odds attack from German LMGs. This attack broke my spirit and any progress I was making in taking the victory buildings. I was caught in the rout-rally-advance-rout cycle and just couldn't get anywhere. Thus ended my short stint in the Partisan mini-tournament. Now the main tournament started.

The next game was ASLUG 6, "One Step Forward". I was again attacking as the French and got off to a very good start. I surprised my opponent with a flanking move with tanks and infantry on the east edge of board 17. I also had other tanks race around behind the Germans to harass them. I broke the forward German concealed locations with accurate shooting and the situation was looking very good for me. Unfortunately, I was unable to get over to finish off some broken units. They rallied under DM by rolling 2 4's and then proceeding to destroy my positions in the prep fire phase. A couple of turns later saw my flanking maneuver disintegrate. Sniper fire took care of my best leader and was causing other problems to my other forces. What had started off looking so good had ended up looking pretty bad. The French could only take one of the 4 buildings and I didn't have enough forces left to pry the Germans out of the other buildings. I was now 0-1 officially and 0-3 overall. Unfortunately, it was about to get worse.

The next scenario found me again attacking as the Germans in A59 "Death at Carentan". Here I made a very poor counterattack by splitting up my forces too much. The result was that I was no match for the US OBA and 9-2 leader and the attack was a dismal failure. This was most definitely my worst game of the tournament. I would be interested in knowing the final record of my opponent because I was totally outclassed in this scenario. My opponent was gracious enough to point out some of my errors. I went to bed resolved to do better in the morning and improve my 0-4 record.

Since I had played the first 4 scenarios as the attacker, and lost all 4, I was determined to be defender in my next scenario. Unfortunately, the next scenario was ASL 13 "Le Manure" [sic] which found me defending as the Germans. I believe that I was a bit more skilled than my opponent in this scenario. I fooled him with my setup and gave him great cause for concern. Then the dice took over. My next 4 MG attacks were 12, 11, 11, 12. The repair attempts on the HMG which broke first went 4, 5, 6. This pretty much tells the whole story for this scenario. The final 2 turns found one squad with a now-repaired HMG and my best leader trying to hold off about 9 US 747s. I took a bunch of them down with me but it was way too little and way too late. Frankly, I will never play this scenario again. Had the dice even been average for me, I think I would have given my opponent a very difficult fight and probably would have won the game. Of course, this is all conjectural but in discussing it with my opponent, he agreed that he would have had to work very hard to win. While the dice are part of the game, I get a bit irritated when they can have this much impact on it. I rated this scenario as the worst I played during the tournament.

Now I was 0-5 and I must admit I was starting to get a bit discouraged. The next scenario did nothing to help my record. I defended as the Italians (I

hate playing Italians!) in a new ASLUG scenario. "Mount Pissodori" which found the Italians defending the hill of board 9. The Italians got the daylight beat out of them the first 3 turns. The very first Greek Prep Fire saw my gun crew being taken out by a 2+1 attack. My very first DF mortar attack against the Greek reinforcements resulted in a malfunction. By turn 3, of a 6-turn game, I had no leaders left, 2 of them being lost to Sniper attacks. This wouldn't have been so bad had 70% of my forces not been broken. Even so the Italians came back and even eliminated a Greek flanking maneuver. The Italian armor counterattacked and almost stopped the Greek attack. Unfortunately, again, it was too little and too late. The Greek ATR caused me all kinds of grief by eliminating or immobilizing most of my vehicles. In spite of the result of this battle, I was starting to feel a bit better even with an 0-6 record. I felt I was playing better (if my record wasn't showing it) and this last game was closer than any of my previous games. Things were starting to look up.

Then the sun broke through and I realized my first tournament victory. I defended as the US in another new ASLUG scenario, "Morgan's Stand." I rated this scenario as the best of the tournament, but that was before I played "Brandenburger Bridge" which I now consider the best I played. My opponent declared my victory to be the result of getting my reinforcements on the first possible turn. However, he also received his big guns, mainly the Brumbar (sp?) on his first turn which gave me great cause for concern. However, IMHO, he was not aggressive enough with his units until it was too late. He spent a number of turns attacking almost meaningless targets with his big guns when he should have been pushing forward. I was making good use of my units smoke capabilities to prevent him from doing any damage to me. He did take out my M4 tank but didn't get to any of the others. He did make a good flanking maneuver with a few units but my reinforcements were able to stop them easily. The last 2 German turns saw him making a "banzai" charge with everything he had to try and take the bridge. This was easy to stop and nothing made it through the gauntlet I had set up for him. This scenario features a US M8 HMC which is a very nice vehicle. It only has a 75* gun, but that gun can fire H9, WP9, and C4 (which I tried but didn't get) and gave the Germans no end of grief. I never exhausted my WP or HEAT ammo and was able to harass the Germans tanks, including the Stug and Brumbar from a hull-down position which I never had to relinquish and which he never got past. The Brumbar spent most of the game surrounded by smoke or WP which I account a great deal for my victory.

I must admit that I felt very good at this point. I had been playing better all day and I finally had a victory to show for it. A record of 1-6 may not seem very impressive but I felt good.

The next morning, I found myself back on the attack with the Germans in a Rout Report scenario, "Wintergewitter". I made several critical mistakes/decisions in this game but it still came down to the bitter end and the last CC phase of the game. I decided to make a bold flanking maneuver on the village with my best units. Not being happy with where my MkIV tank ended up using his normal movement rate, I decided to push for ESB for 1 more movement point. Guess what, DR=10: immobilized. This was the very first movement phase and now one of my best tanks, with a 10-2 armor leader was effectively out of the action. I also got careless with the half-track carrying my 9-2 leader and got it shot out from under me by the Russian ATR. Fortunately, my passengers survived. Had they not, the game would have almost been over at that point. With my Mk IV becoming immobilized, the half-tracks that

make the flanking maneuver with it fell easy prey to the Russian T34s that came to reinforce the village. One of them was taken out by my immobilized Mk IV when my opponent thought he was out of LOS. He was rudely proven wrong with a dead tank courtesy of the 10-2 armor leader. On the last turn, my 10-2 also proved himself by taking out the last Russian T34 as it tried to reinforce the village. I needed a 6 to hit and called for APCR ammunition. I rolled a 3 and easily killed the tank. My infantry now had a real chance to take the village. Unfortunately, I made a critical mistake in the movement of one of my units, the result being that I could not make it to the enemy position to engage in CC. Of course, a sniper pinning my last squad in my last movement phase didn't help and cost me the game, combined with my own errors. The result was that I could only get 2 leaders into CC with 2 Russian squads and a leader. That CC phase saw them killed along with my hopes of winning the game. This was by far the most tense game of the tournament. It was exciting down to the very end and I would highly recommend it to anybody.

The next scenario I played was ASL S, "The Whirlwind". I was again defending as the US. My plan for this game was to take out the Wirbelwind as early as possible, even sacrificing a squad to achieve this end. Then I intended to put up a strong defense of the 4-hex building on board 10 in hopes of tying up the Germans to prevent them from having enough time to find a hidden half-squad which I intended to win the game with. For a change, the game went exactly according to my plan. The Wirbelwind ventured a little too close and a squad with a '45 bazooka popped out of hiding and blasted it with a desperation shot. The squad was immediately destroyed by the Germans but it had done its job. Now I only had to worry about the 12 German squads. The all-HIP US defense was both good and bad. On the good side, I kept popping out of hiding and blasting some wandering German squad. On the other hand, I didn't realize until a turn later that I had let the Germans enter a location with a hidden squad in it. According to the tournament rules, I totally lost that squad. That is not good when I only had 8 to start with. However, it took the Germans several turns to crack my defense of the main building. I was able to hold them off just long enough to prevent them from finding my last hidden half-squad in the victory area. This was my only unit left at the end of the game, but it was enough to win. I felt good about this scenario. Except for the silly error that cost my a squad, I played well and won the scenario to boot. The next morning again found me defending as the Americans in one of the Market Garden scenarios, A34 "Lash Out." Unfortunately, this scenario started out looking like "Le Manure". On the first shot of the MMG, I rolled a 12 and it broke. On its second repair attempt, I rolled a 6 and it was eliminated. As if that was not enough, on the third attack made by the tank gun, the first two resulting in no hits, I again rolled a 12. This was not looking good. I spent the rest of the game trying to repair the tank gun to no effect. With the MMG gone, the Germans outranged me and broke nearly every squad I had from a distance that I couldn't even retaliate. Things were now looking very bad but I was not about to give up. Bad went to worse as I rolled a boxcars on a morale check for the only leader on the north side of the board. Fortunately, it survived a wound check. I was retreating as best I could to try and rally my broken units but he was able to keep them under DM. Finally, my opponent made a critical mistake. He didn't prep fire his main fire group and thus could not DM my wounded leader and the squad with it. The result was that I rallied both units in my next rally phase with DRs that would not have rallied them had they been DM. This was my opponents

undoing. In my turn 6, I made a "brilliant" decision which enabled me to win the game. Ever since breaking the tanks gun, I had been trying to repair it. However, I realized that if I disabled the gun, the tank would be recalled and I would almost certainly lose the game. I decided not to attempt repair to prevent this possibility. My opponent wanted me to roll the repair attempt anyway just to see what would have happened had I done this. The result, a 6. The tanks MGs, along with the previously rallied units mentioned above, proceeding to stop the Germans cold on the north side of the board while the 9-2 and accompanying squads were able to stop them on the south side. The result, no German units were able to exit the board.

This left me at 3-7 about which I felt pretty good. I had played fairly well the last 2 1/2 days of the tournament and learned a great deal about the play of ASL. My previous post described my last game with Shelly which seemed the perfect end to a great tournament. I am going to work hard and next year I will be back and hope to improve my record. I hope to see you there.

Warren



Larry Halpern

Being one of Bob O's Novices and having only 3 games EVER of ASL under my belt and only one of those FTF, ASLOK proved to be quite the experience, I must admit upon arrival I was very intimidated by it all and was quite hesitant to start my first match, especially because of my limited knowledge of the rules limiting me to infantry only games, but I took the plunge and found myself setting up as the Germans in "The Hedgehog of Piepsk", this was chosen because I expressed a desire to learn OBA which I had never used, I then promptly drew consecutive red chits to complete my lesson in one turn, as the game went on I did my best to stem the tide of the Russian Hordes but soon my Germans found themselves Broken and surrounded in the upper levels. Record 0-1 Opponents 3-0

My next game was versus David Lamb, the designer of "Brandenburger Bridge", I played the Yanks in "Death at Carenton" again I lost my OBA before using it when my 7-0 leader with the radio got KIAed early on. But I held fast after taking the required Bldgs. and came off with a close victory. 1-1 Opp. 0-2

Game 3 ; Got slaughtered as the Americans in "Defiance on hill 30" an unbalanced scenario in my opinion (which is just that!) Anyway I found out later my opponent was using PFs Illegally(Multiple targets) but I really don't think it made a difference. "I got stomped!" 1-2

Game 4; A 15 hour (7pm til 10am) slugfest of the Commissars house, I loved that scenario, unfortunately I lost, it came down to the very final CC, if he rolls a 7 or more I win, a 6 or less I lose. he rolled a 4. My biggest mistake? I didn't realize there were two stairwells!!! (hey, it was late! I was tired.) 1-3 Opp.4-3

Game 5; I Won "Zon with the wind" as the Yanks, deserved to lose, but he melted his 2 big guns using sustained,(Gotta love those Box cars!) 2-3 Opps.5-2

Game 6: I plowed over the Germans in "Le Manoir" There is absolutely nothing I love more than using captured MG's on their original owners <GG> 3-3 Opponents 4-3

Game 7: Another fun scenario "Backs to the sea" Germans tried to make a quick run in the

open. My Americans cut em' down. my Mortars were impeccable. 4-3 Opponents 3-0

Well that's it 4-3 and I'm smiling, not bad for a Novice! eh? Like Wolkey Said don't miss it next year. I know I'll be there!!

Larry



Jeff Coyle

[Ed: This AAR seems to be the direct result of our esteemed Mr. Dolan's gentle prodding for any tidbit of ASL info from ASLOK.]

OK, OK, Mr Dolan,

I was feeling lazy and didn't want to write up my Oktoberfest AAR, but if it will keep you quiet for a few minutes, I guess it's worth it.

I flew into Cleveland in Wednesday in the special USAIR ASL seating section. I promised my buddy I would play him in Bushmasters on the first day and he proceeded to repay my gesture by laughing off seemingly dozens of 2MCs as the Japanese. I managed to slaughter the Banzai charge well (I've never used so many 12 Residual FP counters in my life), but didn't have enough firepower or time to throw him out of the pillboxes across the stream. 0-1

My second game was Smith & Weston I started on Friday morning at 7 (You get the place to yourself at that hour). My Japanese were able to catch a few isolated American squads in CC and blow a couple of holes in his line. After that it was a dash for the board edge. I survived a couple of squads pinning on the last turn - Why couldn't they have just broke/reduced like good Japanese! to win 7-5. 1-1

My third game was against Pete Shelling as the Germans in Guards Attack. He's a fairly new player, but I gave him balance by playing in the gas chamber/smoking room. He dawdled in his early turns, and I was able to hold off his late charge by eliminating 5 of his 7 squads and 2 of his leaders.

2-1

My 4th game was against Darryl Lundy. He wanted to play the Finns in Raate Road so I was more than willing to comply. The Russians are given at least 2 too many turns in this one. He made the mistake of trying to fight for a roadblock in the forest-road on Bd 5, and I was able to create a killing pocket with a flanking force. After that, all I had to do was keep maneuvering out of the way of his outnumbered forces. 3-1

My fifth game was the most fun. I finally got a chance to redeem my Avaloncon loss to Zadra two years ago. We played Brandenberger Bridge, from the new Rout Report. This scenario is a blast! Sort of like an advanced Italian Brothers with OBA, Stukas, tanks and FTs. I had great luck as the German early in the game, but it switched suddenly when he started getting critical hits with his 82mm Mtr and his OBA immobilizing or destroying my tank force. Near the end, I lost one of the victory hexes and the other was in real danger. Fortunately, I fired into a melee hex with a 24-1 and managed to CR his conscript half-squad while only pinning my fanatic elite hs. It proved enough to move in some of my troops into the remaining victory hex. 4-1

My last game was against Jim Turpin in the ASLUG scenario Morgan's Stand. Again, I was lucky early on driving him to the brink on turn 5. He responded with some vicious shots with his TD, breaking or killing most of my squads. On my last turn, I counterattacked with my armor, scoring a number of bounding first fire hits, including a Brumbar attack on another Melee hex! It was enough to push the Americans off of board 10. 5-1

That's all the games I could manage in 4 days. Must be getting slow in my old age. All in all a great time. I had some good luck in my games, but the best luck I had was surviving 9 gut bog checks from the local combo of Denny's and Cap'n Taco!

Jeff



Perry Cocke

Now that we have heard from the King (the Pelvis) and his back-up band (Shelly and the Commissars) - not to mention Rogers, Woloszyn, Coyle, and Heinz (thanks guys), I feel compelled to add my wit and wisdom ☺ to the ASLOK Roundup.

The towels were as skimpy as the King described, and the cots even worse. The dresser had only two drawers, although it easily had room for more; it seemed purposely designed to take up as much space for as little utility as possible. In general, the room was even worse than I remembered from last year, and the immediate environs were as bad as I remembered. But let us not whine ☺ about the accommodations. Instead, let me THUNDER about something my worthy predecessors neglected to mention: the disco operating below the main playing area.

Last year it was new and amusing, with Pat Jonke's Travolta imitation leading the way. This year, in spite of being forewarned and forearmed, it was merely a pain. I swear I can still feel the vibrations in the soles of my feet. (Was anyone's soul touched?) Granted, there were places to escape to. The sides of the playing area were better than the center, which itself was better than the top (right over the speakers downstairs). There was the service area on the side of the room (dingy, cluttered, and antisocial), the smoking room (gasp!), and the overflow room. This last was the best option, though suffering from the ills (while benefiting from the joys) of isolation. And who was that who periodically broke out with "Everybody dance now!?" That phrase is still ringing in my subconscious.

All this hard-won info should (thankfully) be useless, as most likely the location will change next year. While a pile of negative comments no doubt had something to do with this, the imminent closing of Denny's is a major factor as well. Joke if you will about Denny's. (And who of us who have eaten there repeatedly can avoid joking about the menu or the service?) But without Denny's, those of us without a car would truly have been lost. Well, I hope Fish got a good deal on the place, 'cause, otherwise, the only redeeming feature of the Kwaliti Inn is that it was reasonably close to the Cleveland Airport—an advantage I could not utilize last year and probably would not need next year (unless SWAir is still battling it out in the price wars). Enough about the ambiance, time now to tell about what you all really want to hear: how I did.

Wednesday night I played Bob Schaff from Northern VA in Morgan's Stand from the brand new ASLUG, a deservedly popular little piece. Things started off wild as he entered his StuG CE with a squad rider: 'eyes on my 8-1 directed 6FP attack KIA'd the squad and STUNNED the crew into a state of recall. (Guess he shouldn't have been CE, huh King?) Then his sniper does a "one" on my M10 GMC (kinda has to be CE). Recalling it. It drives off for home over the wooden bridge. Any idea how much an M10 weighs? Twenty-nine tons, that's how much! Of course, it crashes through the bridge, before, of course, my reinforcements have had a chance to enter, let alone cross. (Fort said THAT never

happened in the playtest. I told him he should have used the M18 GMC, but he mumbled something about it being too vulnerable to MG TK rolls.) So when they do enter, the Infantry runs up to the edge of the bridge and peers across the water. Bob urges me to run the M8 IIMC (only 15.5 tons) up behind them to see if I can crash through the bridge again, thus stranding my boys on this lonely bridge hex in the middle of the river. I am tempted, but decline. Bob never really got his attack in sync, and I pulled out a win. I think the Germans need to strike hard to control the bridge.

Thursday AM we start "theme" play, with me in the DYO event. I had much trepidation about this, since I had no idea what the ground rules would be. I was throwing myself to the mercy of Fish, always a dangerous proposition. Fish came through in the best possible way, by assigning the task to Mark Nixon. Mark's Squad Bleeder DYO system works like a charm (its the basis for Fort's STAR system that saw print in ATP). Low roll (Jim Millard) gets the Germans (and a plus 2 DRM next round). I'm the Russians, its July '43, and we will be fighting over some combination of two half-boards of boards 20 and 21(?) for 6 turns. Points for CVP, double points for exit (as an incentive to do just that). Each player gets 250 points to buy from his menu. On the menu are assorted Squads at normal BPV and assorted AFVs at essentially half BPV. Each player gets to choose one group of leaders (e.g., 9-1, 8-1, two 7-0s for twenty-five points or two 8-0s and two 7-0s for 18 points, etc.), and one group of SW (6 LMGs for 20 points, etc.). My KVs were more than a match for his lone StuG, so I was able to dictate the pace of play. I got a 5 CVP lead on Jim and then made him come to me. On the last turn, he had to run his StuG at me and try to take out a KV. And so he did: +5 DRM for Bounding Fire, +2 DRM Motion Target, -1 DRM large Target. Needs a 4 To Hit? Yes, with ROF. Bounce that 17 TK# off my 11 AF? No problem, fire again, hit again. Need a 6 To Kill? Four! Game, Set, and Match. Perhaps I shouldn't have sat on my lead, though I never had him on the ropes. Attacking is always riskier than defending, with equal forces. But here comes the STUPID part. Did you notice the missing DRM for being BU? Yes, the StuG was driving around CE while all my carefully positioned Infantry sat around with their collective thumb up their collective anal orifice, watching the tank "battle" unfold. Yes, King, sometimes it does pay to unbutton those StuGs.

Bounced out of the "theme park." I commence "official" play against my buddy Steve Petersen in The Whirlwind. Steve and I hadn't been able to hook-up for some time, and he was starting to hint I was ducking him. We dived for sides straight up, with him getting the Germans and the Wirbelwind. I ordinarily favor an up front defense, and Steve knows this. In this scenario, it seems like any up front Americans can easily get cut-off, so I decided to form an in-tight defense, heavily centered on the board 10 4-hex building, depending on my HIP and my rep to keep Steve cautious. Turn 1 German RPh results, of course, in Civilian Interrogation, revealing to Steve that the nearest American is far back in the village, allowing him to quickly move everybody up to the outskirts of town. From then on it was a close, hard fought game. I hid as best I could from his FlakPz, while he in turn was cautious in exposing it to HLP Baz. Come the end game, though, most of the Americans are dead or broken, he knows where all the Baz are, and he is able to Flak away at will. Steve played a good game, cautiously aggressive and would have kicked my butt if he hadn't twined out his 9-2. As it was it came down to the wire, the difference being the extra speed granted the Germans by the

civilian info. Pokey Perry's Plan Part II has been effecuated. 0-1/1-2 (tourney/overall)

Next I am ambushed by my buddy Brian Martuzas. Any of you familiar with Brian can conjure the rapid fire monologue: "Hey, Perry, let's play. Waddy wanna play? We're gonna play, right? Is now a good time for you? Let's play." Just so happens that now (then) is (was) a good time for me, so we played. Brian wanted to play Encounter At Cornimont (which he kept calling L'Herrisson), so we dived for sides, him getting the Germans. I think it's a good, balanced scenario, utilizing that great new board 41. Back in early June at Summer Wars my Germans had cleaned Jeff Thompson's clock in his first attempt, and I recently heard he put that experience to good use, beating a mutual friend handily with the French. I think it is important for the French to strongly protect the board 2 bridge and the clearing in front of it, so I set up accordingly with all 3 AA trucks zeroed in (but not boresighted) on the area. Brian split his turn 1 forces off to the left and the right, sending 2 AC and the 9-2 around the hill-woods mass on his left. Then he brought his reinforcements in on turn 2 and split them left, right, and center. By then my trucks had taken out the 2 AC in the middle. The trucks broke a few more squads but didn't last too long; the HMG also quickly sixed out. No problema, though, as Brian had lost this game on turn 1 went he sent such a strong force the long way around his left. It merely took him a long time to discover this. The 9-2 needs to be directing MG fire from the split-level building on board 41 ASAP. 1-1/2-2.

Next up, my buddy Jeff Musk. Jeff is an active duty Army officer about to start a tour in Korea. We both wanted to give One Log Bridge a first go and dived for sides, he getting the US. Both of us played solid, if uninspired, games. His flanking force on the left got held up in the stream by a couple of IJA squads. My HIP trap in the middle went unsprung. Came down to the US sitting across the stream wailing away with Marine FP, the IJA trying to stand firm to keep him from crossing. At game's end I was able to get 2 full squads and 2 leaders concealed in the last victory hex. Two big fire attacks were unable to do anything to them (I let him get away with stacking on the bridge), so the close assault troops had to go in unconcealed against concealed Japanese (the 8-0 leader stayed concealed while the 9-1 directed DF), getting ambushed and dying. Close game, down to the wire, good and fun opponent. 2-1/3-2

Next up, my buddy Jim McCormick and the best game of the weekend (Heinz had his best game against Jim also). I always think of Jim and Jeff together. Both are military types (Jim is USMC) and they have been each other's primary opponent for some time now - up until recently. Jim is a Deputy Sheriff outside of D.C. and a blast to play. His schedule of late hasn't allowed him to playtest with us Wednesday nights in Glen Arm (but note the playtest credit and 8-1 leader in Gung Ho), and I haven't played him in a good while. We agreed on The Tiger Of Toungoo and dived for sides, he getting the IJA. I set up a fairly up front defense. The HIP Tiger (Chinese 10-2) w/HMG squad and on-board LMG squad caught an IJA stack moving in the brush and gunned them up pretty well. Early on he advanced a leader, a flipped squad and 2 half-squads into CC with The Tiger and two squads. His 1-2 minus 1 H-H missed (a good shot at taking them all out) and my 3-2 minus 3 barely killed them all (thank goodness for the Dare-Death DRM). Then there were a couple of turns when my Chinese were breaking all over the place. Six plus 2? Four! Eight, eight, break, break. No need to describe the scene. You have all been there before. A pretty ugly display. It got so bad, I pulled out a dollar bill, crammed it into my dice cup and cried "Can I buy a

f***ing Morale Check?" I am not a whiner, nor a particularly demonstrative opponent, but sometimes you have to cut loose.

Time out here for a philosophy break, or Why ask Whine? No one likes a whiner, but who of us has never whined about a result. For that matter, don't you LIKE to get a reaction from your opponent when you are kicking his butt? There is whining and then there is whining. The right type, in context, can enhance your enjoyment of the game. "Good" whining cannot be continuous, cannot be over relatively minor results, must above all be good natured, and must be accompanied by an acknowledgment of when your dice are hot. (This latter should not verge over into crowing, though.)

One game might be too short a time period to accurately judge someone's overall whining rating, just like one playing might not be enough to accurately judge a scenario's balance (though, just like scenarios dogs, sometimes it is easy to spot crybabies). As to whining scales, I have to question a scale giving two whiny faces for a game with "almost no whining on either side, despite some extreme stuff happening." Eric Givler is without a doubt a world-class whiner, but a 5:2 whine ratio between Fort:Chaney strikes me a little on the low side. I guess it goes without saying that out fearless Pelvis is a non-whiner. I'd testify to that, except that the two times I played him he had nothing to whine about (ask him how he won the ROF prize at ASLOK 4(?) years ago).

Which whine do I detest the most? That would have to be the whine following a 12 on a PTC (no Boobytraps in effect). Sure, being pinned can really hose you sometime, but you HAVE to be thankful it wasn't on a Morale Check or the like.

Classic whine story, recalled to memory by Brian Youse. I'm playtesting Wednesday night a scenario for KGP against a regular opponent who shall remain nameless since he beat me in that Series Replay. I roll up my Wirbelwind and Bounding First Fire through a bunch of Mist at a concealed stack behind a hedge, 4 up 4. I roll a 3 for a PTC, stripping concealment and pinning a HS w/Baz. My opponent immediately starts to whine about my luck, his losing concealment, Baz team being pinned, ROF, etc. Meanwhile, he is rolling a killer 1 for his sniper attack. The sniper, of course, zeros in on my 10-2 in the back building with the stack of mixed broken/good-order SS squads. They all fail LLMC, trashing my position. Meanwhile, he is STILL whining about my BFF shot, how he won't be able to hit the FlakPz with the Baz now. I lose it. "Take it back," I cry. "Pretend it never happened." "No, no. Couldn't do that," comes the response. "Then shut the F*** up," I yell. Sort of a counter-attack whine.

Back to ASLOK. Right after I get there Wednesday night I run into Rob Barnette's buddy (and mine), Peter Schmitt. Rob and Peter ran the limited intelligence event Sunday again this year. Peter has a present for me, something he said reminded him of me as soon as he saw it: Death's Head glasses. Little plastic glasses with a skull over each eye, vision slits in the eyes of the skulls, and crossed bones. Pretty silly and kinda cool at the same time. Why they reminded Peter of me beats me all to hell. Maybe something do with the Scary Perry thing. Anyway, they fit over my glasses OK, and I resolve to wear them sometime that weekend at a critical moment, when I really needed a roll. Now, back to The Tiger Of Toungoo.

The Tiger, two squads (sometimes three), an HMG and an LMG are ruling the center of the board. McCormick's Japanese are afraid to enter his LOS, and who can blame them. Jim spends two turns getting into position to attack The Tiger. I try to break up some of his plan in my Prep Fire, only to

malfunction the HMG. Oops. Now I am facing the sure-to-be forthcoming Banzai at a definite disadvantage. Rally Phase rolls around and I am thinking how I really need to get my HMG back. Then it dawns on me. The glasses! This is a critical dr, time for the glasses, but I stop and reconsider. This isn't a fire attack, which is how I had envisioned using the glasses. Would I jinx myself by using the glasses otherwise? Then it comes to me: I can use the glasses in ALL actions The Tiger undertakes or directs. The Tiger is a worthy recipient of the glass's ju-ju. So I announce to Jim that from now on I am wearing the glasses for all Tiger-related activities. I put them on and Jim is starting to crack up. I proceed to six out the Heavy, and Jim is laughing hard. I tear the glasses off and fling them across the room and Jim is dying. I have to admit, I was laughing pretty hard too. For the rest of the game, we always acknowledged all Tiger-related activities.

Jim placed mortar Smoke on The Tiger. Jim placed Infantry Smoke in front of The Tiger. And Jim launched the Banzai against The Tiger, and Jim's Banzai got trashed. My left flank (9-1, squad w/LMG and TWO Chinese Heroes) shot off an 8 plus 1 through the mortar Smoke and into the Infantry Smoke that did considerable damage (and then hammered the adjacent leader w/FT with an 8 minus 2 in DFF). The rear guard got off an 8 plus 4 that also had an effect. Then The Tiger, TPBF 24 plus 4 and SFF 12 plus 4 hammered the Banzai even more. The few remnants, joined by another leader and two squads, were easily disposed of in CC (a Tiger-related activity), and the game was, for all intents and purposes, over. After all that whining, I dived him. You gotta love this game. 3-1/4-2

Seemed like everyone at ASLOK had good things to say about one of The Rout Report's latest offerings, Brandenburger Bridge. I hook up with my buddy Bill Sisler, who is always good for a fun, relaxed game. I didn't know till after we started playing that Bill had gotten a special thanks in the RR for this scenario. Seems like he had also designed a scenario on this action; the Rout Dudes liked the other scenario a little better, but liked Bill's SSRs best, and so combined them together. We dived for sides even up; I get the Germans. It seemed to me that the primary task of the on-board Germans was to keep the Russian Guns on the one side of the river from getting into play and to speed the German reinforcements on the other side of the river into battle. This latter goal would also serve the purpose of getting the AFVs into position to interdict the entry of the Russian turn two reinforcements on that same side of the river, as well as squeezing those on-board Russians between the Germans. To do this, it would be necessary to risk some German AFVs to the HIP AT Gun. I ran the HTs into 2 of the 3 most likely Gun positions, but it was, of course, in the third (no doubt because it was the one my HTs couldn't get into). The Infantry came mostly right up the middle, looking to engage the Gun in turn 2. I lost one Pz III to the Gun, but another broke by to get into interdiction position and the Infantry was closing in on the Gun. Meanwhile, on the other side, the 8-1/MMG team broke both non-emplaced Gun crews. The Russians got Access right away (Offboard Observer=automatic contact) and proceeded to pound the 8-1 out on the bridge while the Infantry crept into position. All-in-all, it looked indeed to be the bloodbath everyone had reported. Right in the midst of things Bill's ride ("Johnny" Ginnard, Dave's brother) showed up, needing to leave ASAP. Bill offered to concede, but I wasn't having any of that. I'd have rather lost a good game to Bill than quit in mid-stream, but had to settle for a draw. 3-1/4-2 (still).

This past action had been occurring in the quiet overflow room downstairs. Also in attendance there were my buddies Kevin Meyer and Jim Turpin playing some games against some other people who I forget. Always fun being around Kevin and Jim. Kevin was in the process of completing his game, so we arranged to play when he was done. We agreed on Munda Mash and dined for sides even up. (No! Just joking about that, Louis.) Actually, Kevin offered me choice of sides and I picked the defending Japanese. I wanted to try a new defense Brian Youse had been talking about, and I thought the IJA was a slight favorite in the scenario.

What I didn't know was that Kevin had been discussing with designer Guy Chaney what the attacking Americans should do. Kevin immediately began to slice through my defense like the proverbial "hot knife through butter." Things were rapidly looking grim when fate intervened and my sniper took out his 9-2, breaking the three 666s with him. Even with this devastating set back, the Americans were still in the game. Kevin was not counting, though, on the more-than-ten failed recovery attempts (plus 2 drms for Kunai) for the HMG. We joked that it was buried under the 9-2 and none of the men wanted to disturb his body. Neither was Kevin counting on his 8-1 breaking on a 6 plus 2 shot, nor on the 8-1 twelving out in self-rally. That was it for the Americans; or should have been. Kevin is a great guy and a blast to play, but he does hang on too long in unwinnable games. (You lurking out there, Kev?) I still had a fun playing him, but I would have given up long before he did, and I'm no quitter. 4-1/5-2

It was starting to edge into Monday morning by now. Steve P. and I were looking for something short and sweet and settled on The Puma Prowls. Steve was a little zoned and I couldn't miss, so while it was short for both of us, it was sweeter for me. Overall, 4-1/6-2 plus an incomplete.

Well, once again I didn't win, putting me in the illustrious company of the two Kings (Elvis the Pelvis, the King of Rock and Roll; and Mike McGrath, the King of Whine and Slime). Sure, they probably played tougher opponents than I did this year (my Spilky rating won't be near as good as last year), but we are all losers together, or at least non-winners.

All hail to the only non-loser, Broadway Fort: the Sultan of Squat Leader, the Round Mound of Prep Fire, the Repeating Rifle, the man who guaranteed his victory over the ether. Hats off to the victor and his well-deserved victory. If only! If only his semi-final round (or whatever the equivalent at ASLOK is) against Rich Summers hadn't been a 3AM match of Ambush - with Fort as the Bulgarians! Sure, I understand Rich had a plan, and he almost won, and scenario/side selection is a part of the process. Still, Ambush is a cheesy scenario in my book, even if I don't agree with the Chaney-McGrath balance rating of 90% pro-Bulgarian (I'd call it no more than 70%). Still, less of a dice-fest than Delaying action, I suppose. Who am I judge, anyway? So, King, are you telling us that not only did you do in McGrath, but that you could have done in Fort if you had invoked the "illegal set-up = death" tournament SSR? Or was your attack really that bad that starting over was a true wash? Can't fault you for starting over, though. I'd do the same--in MOST instances, though not all. No one could have faulted you for invoking death, either. Its not the same, anyway, as not letting the turn 3 reinforcements come in on turn 4.

Before I end this endless essay, I have to mention another episode in the legend of Eric Baker, sportsman. Eric had just finished winning, handily and quickly, the second round of the DYO "theme" event when I wandered over to kibitz shortly after my first round had ended. He and his opponent were

picking up counters. Eric proceeded to explain how his HMGs had gotten hot and decimated his opponent. I asked to see his purchase sheet, and he started explaining to me why he had bought the SW "package" he had (we had previously discussed my purchases--and their similarities to Eric's--in the first game). Ordinarily, he said, he would not have spent so much on the SW, but he just couldn't pass up the two HMGs. He then dropped his purchase sheet and told his opponent "You win. I can't believe I did this, you win the scenario." He went on to explain that the SW package he had purchased had only one HMG, whereas he had been using two. I suggested that it was still early, perhaps they could play again. The opponent's buddy, playing next door, then sang out "No, take the win" and reminded the opponent about the last time when he didn't "take the win." Eric continued to insist that the opponent had won, and not too gradually the opponent grudgingly conceded that the HMGs had indeed waxed him, so "I guess I win."

Later, when Eric and I were talking, I expressed my disappointment that the opponent had not offered to play again when there was obviously enough time. Eric reminded me, though, that this was the DYO event and its not so easy to start over when you know what your opponent bought last time and might buy next time. Yeah, well, maybe. All I know for sure is that Eric conceded the INSTANT he noticed the mistake and didn't retreat from that position once. THERE is a class act.

I didn't set out to duck The Tough Guys (Fort, Pelvis, Deresinski, Chaney'n McGrath - I am sure I haven't lost to any of them for the last time) or the GENieites. I didn't set out to play mostly old friends; I like meeting/playing new people. Still, I have no regrets. I had fun playing EVERY game and the whining was held to a minimum. I made new friends (like Shelly Crawford), even if I didn't get to play them. Like everyone else I met at ASLOK, I too had a blast. You shoulda been there.

....Perry



Guy Chaney

ASL Oktoberfest '93

I arrived in Cleveland on Wednesday afternoon and played 13 games before quitting on Sunday evening. I enjoyed reading all of the Avaloncon reports, so I thought I'd add mine to the pile for the ASLUG ASLOK issue.

Mount Possederi v. Brian Martuzas.

I received the Greeks via a dr. I placed the HMG and the 9-1 on the level three hill and began to duke it out with Brian's INF Gun. I had a couple of half squads attempting to dig in next to the HMG with hope of eventually moving it to an entrenchment. The HMG malfunctioned in the bottom of the first and sixed itself out in the top of the second, so I abandoned the hill and moved the 9-1 forward. Brian employed a reverse slope defense and I was able to get some large firegroups arranged and slowly work my way up the hill. We took out the tankette with CC and popped off a 24 column or so vs. any meatballs who peeked over the top of the hill. In the end there were too many green troops swarming around the heights for the Italians to handle. Win

Morgan's Stand v. Steve Pleva.

I bid G2 to receive the Germans. The attack started slowly with the Brumbar rumbling into town and taking up position behind a wall. Steve made several good tries at taking it out with bounding fire from the Sherman and M10, but the wall saved me. As the rest of my forces arrived, we started to

push the U.S. back a little. Steve received the reinforcements very early and ran the AFV right up to the battle. (a good strong bridge in this playing). The infantry battle was fairly close, and in the armor department I had lost my 37L ht, while Steve lost the Sherman and the Scott. I was finally able to take the four hex building at the end of the town, but there was no time left for my infantry to reach the victory hex, my AFVs were going to have to drive back there and win it for me. For my last turn, I had the Brumbar, the StuG, and the MkIV ready for a charge. Steve had bazooka teams waiting and the M10 positioned in a very nice spot on the U.S. right flank. The Brumbar, whose MA was malfunctioned, drove into one bazooka squad's hex and was promptly exploded, performing his mission in an extravagant manner. The StuG went next, driving past a bazooka squad, (whoosh! they missed) but then either failing an ESB roll or bogging down I can't remember which. I do remember it sitting there short of the victory hex, a large, useless piece of junk. It was all up to the Mk IV. The Mk IV rolled into the victory hex where the M10 drew a bead on it. The DFPh shot missed. During Prep Fire the M10 needed a "9" to hit and rolled a "10", the intensive fire shot needed an "8" to hit and rolled a "9". I was lucky. Win.

Munda Mash v. Kevin Meyer.

Kevin chose the U.S., so I received the Japanese. I set up on the Jap right with the pillboxes as far back as I could get them and the flamethrower HIP near the front. Kevin swung some guys around the left flank while others came straight ahead. Early on I wanted to pull some guys back, so I sent a TH Hero out to draw some fire. To my surprise and Kevin's frustration, the TH ran through everything, passed up teen morale checks, hopped on the tank and rolled an "eyes" for the kill and the flamer. Later I scored a critical hit on another tank with the ATR. Kevin's attack lost all its steam after the 9-2 and two devil troops advanced next to my HIP flamethrower. The 24 even shot broke them all and then I surrounded them and gunned them down during the rout phase. I must admit that I was hot with the dice. It seems whenever Kevin and I hook up to play I always seem to roll very well, I may have to see about going to Atlantic City with him sometime. Win.

Bungle in the Jungle v. Ray Tapio.

Ray chose the Japanese, so I played the Brits. I favor the Japanese in this one slightly, but wanted to try the British as I have had the Japs the last few times I've played this one. I planned on being very careful with the OP carrier and using SMOKE to cover my advance whenever possible. I moved up slowly and got all my light mortars in position in the rice paddy to begin sighting in on the two Jap AT guns holding Ray's left flank. These little mortars got off a large number of SMOKE rounds, completely blinding the AT guns for a few turns. I moved up and assaulted the bamboo and hut clump right in the center of the map. I cleaned it out, but then had to survive a classic Jap counterattack that threatened to wipe out most of my infantry. With the 10-2 holding tough, I survived and moved off through the paddy toward the victory area. My Stuarts proved to be bulletproof as they survived numerous 37 mm rounds, CC attacks, TH heroes, mortar hits, etc. Ray was not able to kill a single Stuart despite many chances. I was leading the attack with them at the end and they were the decisive factor. The Ha-Go's were utterly annihilated by the Stuarts and an 80 mm fire mission which erred right on top of two of them KIAing them both. I had plenty of points for the victory and managed to capture one AT to boot. Win.

Totsugeki! v. Richard Cornwell.

Richard chose the Japanese, I played the Chinese. I gained an early edge when my HIP MMGs

and 9-1 leader appeared and KIAed a 4-4-8 squad with a 24 even attack. One of the 75mm gun crews proved to be quite a pain to Richard's Japanese as during the game it scored two critical hits with the 75, one after repairing the gun with the Japs at point blank range, twice desperation rallied, once for a four, once for a three, survived a 2:1 H-to-H CC vs. the Japs, finally went down on a 1:1 H-to-H, but took one and a half Jap squads with him. Richard, a fine player from London, complained about "that damn bloody crew" whenever I ran into him the rest of the weekend. Thanks to this crew and some other favorable CC luck, Richard never really got close to taking the guns. He made a push at the end after some good ROF from his machine guns cleared a hole in the wall of bodies I placed around the guns, but the Chinese prevailed. Win.

Ambush! v. Jeff Cebula.

Jeff and I were trying to decide on a scenario when he mentioned Ambush!. I feel this scenario is virtually unwinnable for the Partisans and told Jeff my feelings. He agreed to take the Partisans so away we went. This game went along the same lines as most of my playings. I moved forward slowly using assault movement and advance to cross the open field when in the line of fire of the Partisans. My MMG and mortar busted up some Partisan positions and I formed a string of Bulgarian troops that stretched entirely across the map. I was able to put together some pretty good firegroups and plaster one Partisan squad after another. After a short while there was nothing left of the enemy and I was able to move at will while rounding up the stragglers. There is really nothing the Partisans can do against a competent, methodical Bulgarian player who uses a slow moving massive firegroup strategy. The best shot the Partisan will ever get is one or two minus one, unless the captured MGs are going to fire alot. They will break down before the Bulgarians run out of squads. Jeff is a very good player, he just chose a bad scenario. Win.

No Farther v. Pete Judge.

The T-70 from hell. I just want to mention it right up front. It still hurts. I wanted to play the Germans and Pete was kind enough to oblige me. I enjoy playing Pete so I was really looking forward to a Stalingrad bloodbath, beers, evil chuckles, the whole nine yards, he even agreed not to use that damn pink die. Little did I know I would be begging him to break out the pink die after suffering at the hands of it's evil twin brother the dirty brown die, Aaargh!. The attack started fine with my troops hammering away and the 9-2 and 150 mm assault guns moving up into position. Then Pete unleashed a ROF run from the 76 mm piece at my 10-2 and two squads in a fortified building. The hits were rolling in one after another, the 10-2 panicked, ducked, and rolled a 12! He was only wounded, but there was some of the always popular casualty reduction among his charges and the firegroup was smashed. Just after this, the 45 AT opens up and roasts one of the 150 mm monsters while the other heavy assault gun (invincible?, right...) is nailed on the next turn by the 76L on a critical hit. Adding to my enjoyment of this whole sequence the second AFV explodes and burns in the rubble containing my still HIP AT gun. Meanwhile, my infantry continues to blunder as a concealed 5-4-8/ flamethrower is taken out on a 1:4 CC by a Russkie squad. I stayed concealed foolishly thinking I could survive the 1:4 attack and make some human toast during the next fire phase. Pete rolls "eyes" and withdraws his squad back to a stone rubble while the leader he conveniently created stays to pick up the flamethrower from under the dead Germans. I am forced to waste my fire on this leader to prevent the flamethrower from finding it's way back to the Russian lines. I KIA the leader but destroy the flamethrower in

the process. At this point things are not going great. But here come more Panzers! Well, the fun for my panzers has just started. First to enter is a Mk IV which rolls up to an innocent looking T-70 (usually nothing more than moving targets vs. the Wehrmacht). My tank is immediately dispatched by an APCR round. O.K., that was unfortunate but here comes another Mk IV into the same hex. Intensive fire from Mr. T-70, another "A" round, another hit, another kill. I am not convinced. The Mk IIII moves into the same hex, maneuvers around the carcasses of his comrades and halts. "What could have killed these Mk IVs?", the crew wonders, "All that's out here is one of those crappy T-70s." At about this time (the Russian Prep Fire Phase) a round, regular AP this time thank you, slams into the Mk III's hull exploding it and sending it skidding into the dead Mk IVs. Critical Hit! With that shot the last of my armor is dead and with it goes any chance that I will remain sober for the rest of this game. Things look extremely bleak, but I begin to catch a few breaks. I take out one T-70 with a mine in CC, I KIA the 76L gun with a 30 column IFT attack, a hero pops up and gets a flamethrower shot on the main Russian firebase knocking it out, some Russians go berserk and charge to their death. I am crawling back into the battle. On the last turn the remaining Germans swarm in on the last Russian positions. The flamethrowing T-34, immobilized earlier driving over a trench (big break), KIAs one squad, but the hero avenges him by melting the behemoth with his own flamethrower, how just. It all comes down to a H-to-H CC. I have the advantage 2:1. I need a kill while surviving myself. I get the kill, but the Russkies take me with them. What a blast this game was. Next time Pete. Loss.

The Glory Road v. Steve Pleva.

Steve and I both wanted the Japanese so we rolled for it. I lost and received the British with the balance. The first copy of the scenario was different than another I looked at so I told Steve that I had just received another wire counter and his VC were now more difficult. He didn't seem to care. On turn one Steve manages to stop the rain with his wind change DR. Undeterred, he blasts across the bridge with his tanks and parks all three point blank to my 40L hell weapon. My crew is obviously shaken as they miss the lead tank in the boresight hex at range one (while it was moving) and fail to get ROF. Steve parks the lead tank on top of one of my squads who responds with an "eyes" in CC to kill the bugger and create a leader. During my turn one Prep Fire, the gun takes out another tank and my MMG squad KIAs a Jap squad with an "eyes" on a 8 even shot. I'm feeling pretty good about things at the moment. However, things start to turn sour pretty quickly as mortar fire breaks my MMG squad and a sniper breaks another squad in the front line. On turn two the Jap infantry come banzaing through the wire and across the bridge. They all roll "ones" on their wire roll and stream into my weak positions. CC goes horribly as I can't kill anyone and the Japs take down most of my men and fire into the melees next turn taking out the ones they missed. My CVP losses go through the roof and Steve gets the win. Loss.

Operation Princehaugen (or something like that) v.

Robbie Wiesbard.

I received the Frogs on a dr. This battle featured armored cars, light tanks, and infantry battling over the approaches to a village (board 10). As the French I had two choices, fall back into the town in a hedgehog, or send all my armor out to try and hurt the German column early. I went for the latter option, more exciting that way. Robbie enticed me a bit by leaving a stack of three squads and a 8-0 on the road well within range of 5 French armored cars. I revved the engines, laid rubber, and went for

the multiple overrun action. I managed to kill the entire stack except for a hs, and also took out three or four trucks in the next fire phase. I lost one AC to Robbie's well placed, unloaded, 37L AT gun. The surviving hs had another AC tied up in melee. Two German PZ IIs entered and went straight for the ACs. I took out one, but lost three more ACs to an ATR shot, a 20 mm round from a Pz II, and a critical hit from the same Pz II. With only one AC left (with a broken gun), and more German AFVs arriving next turn, I surrendered. I went for the big blow and paid for it. Should have opted for the hedgehog, but I couldn't pass up those nine overrun attacks in the open in one MPH. Could you? Loss.

The Sledgehammer v. Mike Izzo.

Mike chose the U.S. so I played the Germans. I was able to cross the board 11 hill fairly easily as Mike did not have alot of guys on level one of the board 10 row houses. As I moved on to board 10, most of the paratroopers fell back towards the four hex victory building. I moved up my armor and prepared to pound away for a few turns. Then, suddenly, the 57L AT takes out a Panther with a critical hit from the front, a bazooka critical hits a hull down Tiger from the front, and the other Panther AND Tiger both malfunction their guns. At this point I am not a happy camper. The fanatic paratroopers are hanging back in this stone building daring me to show my face to their massed firepower. The tanks were going to blast away at these formidable stacks to wear them down. But the tanks (the invincible kind again) were having their problems. Desperate for a break I started trying to repair the malfunctioned guns. I was hoping to fix one of them before disabling both. The Panther gun came back quickly and I stopped trying to repair the Tiger as I wanted to keep its MGs in the game. My killer stack of three SS squads, two LMGs, and the 10-2 began to rip up the front of the victory building. The Panther moved around to the rear to keep the paras from hiding from my fire. The Tiger drove into the building and started using its MGs point blank. I had not lost many infantrymen and all my remaining men poured into and around the victory building encircling most of the remaining U.S. troopers. The U.S. 9-2 finally went down and the building fell to the Nazis. My 10-2 was very tough during the battle and the repaired Panther aided the assault quite a bit. Win.

Khamsin v. Bill Sisler.

Bill and I had been wanting to play Khamsin together since 92, so he pulled pieces and got the overlays ready while I finished the game with Mike. We dived for sides and I received the Germans. Khamsin is one of my favorite Desert scenarios. There is always alot of action in this one. As the Germans I like to start my attack up the right center and them split into two prongs around the far right hillock. Some half-tracks and maybe a tank will go all the way around to the right while the rest of the force, including the dismounted infantry, move more towards the middle and even a bit toward the left flank. The Marder stops at maximum range from the first Grant tank it sees and engages. The multiple prongs allow some Mk IIIs to get flank shots on the Grants. The Grants are the key to the fight. In this battle the Marder was immediately engaged by the Stuart, two 50 mm mortars and the Grant it was sighting on. The Stuart threw an "eyes" at the Marder, but it was an improbable hit and ended up being non-critical and bouncing off my impressive hull armor. The mortar rounds were falling wide and the Grant was missing also. The Marder managed to shock the Grant and a couple of Mk IIIs moved around to finish it with flank shots. Unfortunately the beast recovered, but them immediately broke down its 75 mm gun. By now the Stuart and the Crusaders were engaged with

the Mk IIIs, and my Pz IIs were getting in position to overrun the 40L AT in its sangaar. The Marder, no longer the center of attention with easier to hit targets available, eventually punched the Grant's ticket. The Stuart and all the Crusaders fell to 50 mm fire from the Mk IIIs. My tanks were displaying stealth technology as Bill just could not hit them. The AT gun was eventually overrun and destroyed. Bill had one Grant left and it had five Mk IIIs and the Marder shooting at it from various angles. I lost only one tank in the gun battle up to this point. I had taken out a few Brit squads as well and was way ahead on CVPs. Bill gave up at this point. The British marksmanship was unbelievably bad in this game. Bill could not hit anything. We had a good laugh about this while we were playing. Bill is a fun opponent and I look forward to our next match. Win.

Ramsey's Charge v. Jim McCormick.

We both wanted to play the U.S., but ended up rolling for it with me getting the Yanks and Jim the Japs. I talked to Brian Youse before we started and asked him if he thought it was a good idea to charge with the cavalry on turn one. "Sure, you'll roast 'em with that PPF SSR, but it could get hairy if he starts rolling threes at you." Armed with this sage advice, I charged with my first half squad who sucked on a three of all things for a 1 KIA. Well I'd had enough of that, so the rest of my men rode in and began to dismount with the 9-2 and one squad heading to cut up the Japs in the river. The 9-2 killed all the Japs in the river except for one 4-4-7 which was able to escape. Jim entered his MMG and mortars and positioned them on the hill to cut off the 9-2's retreat from the riverbank. Trapped in open ground the 9-2 tried to entrench with his squad and luckily made it. I was able to finish off the Japanese in the village but Jim beat me to the bridge hex with the Jap reinforcements. The Jap mortars could not get any Smoke, so the 9-2 shot up a couple of Japs heading across the bridge. I was behind at the end as I did not see how I was going to take the bridge exit hex from Jim's Japanese. Well, I could always rely on luck, and boy did I get some. On my last turn I literally ran through everything Jim could throw at me. I was tossing smoke grenades on top of Japs, dodging machinegun, rifle, and mortar fire, and passing morale checks left and right. A good sized crowd including Rob Wolkey and Steve Pleva were watching as I related how some "boys from Iowa" were going to take out this Jap position. Jim was a bit frustrated as he could not stop these farm boys. As always he was good natured about it especially given my banter during the charge. To top things off the last morale checks I roll for the stack of a 9-1 leader and squad is double snakeeyes. This results in a heroic leader and a berserk squad. I follow this with another eyes in CC vs. the Jap squad in the victory hex creating an 8-0 and allowing withdraw to block the approach to the victory hex with bodies. Jim is about to strangle me by now. But then he pays me back by banzaing unscathed through a 24-2 and a 8-4 on his last movement phase to get into CC in the victory hex. He needs to wipe me out and not totally die himself to get the win. He nails my squad, I get casualties only on him. He wins in a truly bizarre game. I was robbed. Loss.

Hell's Fury at Muechenberg v. Dave Deresinsky.

This OAF scenario is like Agony of Doom except that the Russians can definitely win and has a little more maneuver to it. We decided to skip the pre-game bombardment (too dicey with no entrenchments for the Germans) and I let Dave choose his side. He picked the Russians. I set up an Agony of Doom defense with the Tiger hull down on the board 3 hill and LMG squads supporting it. Dave entered cautiously except for one 6-2-8 which I KIAed with a 2-2 shot. The Tiger was forced off the hill and one 4-

4-7 was trapped up there broken by Dave's clever tank placement denying the squad a rout path. The 4-4-7 was eventually killed while the Tiger went to duel with a T-34/85. The T-34 proved how painful an 85mm APC round in the hull can be by blowing the Tiger to bits. A bad move on my part. My 75L AT took out one Stalin tank that parked right next to it, but then immediately malfunctioned and was knocked out by another Stalin. Dave's infantry began to pressure the town through the woods on the board 5 side. It was here that one of my 4-4-7s rolled back to back eyes on PPF shots v. a Russkie flamethrower squad (KIA) and a leader that tried to recover the weapon (KIA). The battle hardened 4-6-8 and hero were taken out in CC but took another Russian squad with them. Dave made a bold move and ran his T-34s into a weak spot in town and took out both my JgPz Vs with bounding fire side shots. I now had no armor left, and Dave still had two Stalin tanks, three T-34s, and some 122 mm and 150 mm assault guns. I nailed two T-34s with PPs and the 150mm assault gun suffered low ammo recall, but the other tanks, especially those Stalins, were killing me. Once the Russian infantry finally gained the town and cover it was all over. My troops were basically just running for it at the end. Fitting for 1945. I enjoy playing Dave and I think he makes the best tank noises at ASLOK, maybe a category for a plaque next year? Loss.

Well, that's it. I had a blast and am already looking forward to some of this winter's festivities. ASLOK is the best event of the year however. Thanks Fish and Action Burk.

Guy Chaney



Gary Fortenberry

GENIE offers much opportunity for good-natured ribbing. I decided to answer a particularly annoying bit of this with a bold statement. In fact, following Broadway Joe Nameth's guarantee of a Super bowl victory over the (then) Baltimore Colts, I also proclaimed my guarantee of a repeat ASLOK victory. My pre-ASLOK chewing of the shield could easily have turned into chewing of the foot. Of course this was hot air and most GENIEites took it thusly while slinging their own potshots in my direction. I knew that a repeat at ASLOK was unlikely considering my lack of play and, more importantly, the caliber of opponents. Highly experienced ASLers from all parts of the globe attend ASLOK and winning there is not an easy task.

I boarded my plane Wednesday morning wondering if I would be able to show my face on GENIE upon my return. I was sure some GENIE stalwarts would have their flame-throwers primed and ready if I went down in defeat. Some, who shall remain nameless (you know who you are SIELSKI), would be working overtime building their crucifixes, chuckling with gleeful anticipation all the while.

After an uneventful flight I deplaned into the wilds of Cleveland. My taxi ride to the hotel was full of roadside viewing, I think Fish must've picked the sleaziest part of Cleveland to hold ASLOK. Not that I'm opposed to sleaze mind you. Some would say I am the epitome of sleaze, who am I to argue? When I arrived at the hotel who should I find lurking in the shadows but my old nemesis Mark "just call me Erwin" Nixon. After much snarling, circling, and sniffing we decided to have a go at ASLUG #7-Hart Attack. Mark chose G0 and I chose A1. I think this scenario is a little pro-British if the British player knows how to use all the tools at his disposal. This is

not to say that the German player has little to think about, on the contrary there is a huge burden upon the defender in this scenario. Many decisions must be made at set up and during the course of play.

After Mark set up I examined his stacks neat little arianly-retentive stacks and decided upon my general plan of attack. As I couldn't see any obvious weaknesses in Mark's I chose to set up my Brits following the standard (safest) rout of advance; A straight attack into town, behind a light mortar smoke screen, in coordination with a flanking maneuver of tank mounted infantry and Grant's into the German rear and right flank. This flanking maneuver is generally designed to spread the defenders out and flush out the 88. While this doesn't always work, an 88 can be a nasty prey to attempt to flush, its bite being much worse than its bark. My opening smoke barrage by the light mortars was unbelievable. I shot smoke rounds until I had no reason to shoot anymore, all avenues of approach were covered by a thick smoke screen and Mark was shaking his head in disbelief (eight rolls for smoke and no roll above a six; five ROFs with one mortar, each shot sending another billowing cloud of chemical smoke into the Tunisian sky). At this point I was wondering if I was using up all my stored dice Karma in this one pre-tournament game.

Looking over the results of this fire phase I decided to alter my game plan a bit. Normally I go for a deep flanking maneuver but as events unfolded the opportunity to encircle the large 10Z6 building, and perhaps its early capture, presented itself so I turned some of my infantry-tank maneuver element towards this bastion. My advance on the German left was not nearly as cautious as normally necessitated, due once again to the excessive smoke. I ran at least six squads up next to the EE5 building and after no fire whatsoever from any of Mark's defending stacks I began to think maybe there were no defenders in this building at all, just dummies. Emboldened by Mark's lack of fire, I ran a squad and LMG through the open ground of EE4 and was promptly slapped in the face for my presumptuousness. Fortunately this squad was only forced to take a 2MC and just broke with a clear rout path. My Brits with the 9-1 leader soon captured all of the EE5 rowhouse and building DD2. Mark had set up his HMG and 9-2 leader to prevent me from crossing the CC2-CC7 street and everyone of my efforts to cross were bloodily repulsed until I brought a couple of Grants around behind the hedge and into the trees of AA1. This maneuver soon found the 88 in Z2 which took my tanks under fire, but by this time I had taken Building Z6 (after a bloody and desperate fight), and was able to call down OBA smoke to cover the GUN position. Mark decided it was time to abandon the gun to its fate and bugged out with the 9-2 courtesy of my Smoke. The 9-2 stack didn't make it failing a 12+1 shot from a Grant's MGs. The lack of good rout paths forced these soldiers to a very vulnerable position and they were subsequently collected by a Brit infantry sweep. All this sounds like it was going great for the Brits right? Well, Mark still had a heavy presence on the far Southeastern portion of Board 10 and his tanks were due any minute. His air Support had killed one Grant with "eyes" on a TK roll and the ATR's had immobilized two others, with my dice having broken four MAVSA. So, with his nearly unopposed armor support Mark still had a good chance of hammering my infantry and hampering any attempt to get to his infantry. Mark's turn five MPh resulted in two more of my Grant's going up in flames for the loss of one of his PzIIIs. It was looking not as good as it once had. Mark's remaining PzII was in good position to dominate all approaches to building U5. There were two burning wreck between my last remaining Grant which could possibly shoot at this

tank (Both Grants being immobilized), and the Pz III was in building U5 with a TEM of +3 and a hindrance DRM of +4, it looked like my infantry was going to have assault this tank by themselves. Mark had just a couple of squads of infantry and the 8-0 leader left but they were in good position to cover the PzIII from an infantry assault. While the Brit infantry were asking their NCO's, "How do these Gammon bombs work again?", I decide to take the shot from the immobilized Grant in 10Y9 to the PzIII in U5. The 37LL was the only Gun I would be able to bring to bear as I was Huddledown and immobilized. I thought after gaining a -2 acquisition I would still need a four to hit. For this shot I was looking at snake-eyes. Lo and behold, the dice turned up with only two spots showing, a subsequent dr of 1 yielded up a CH and Mark resigned after the TK roll burned his last PzIIII. It was a great scenario and despite my early advantage of unlimited smoke Mark defended with masterful play, hard-pressing me to keep the initiative.

Game One of the PTO tournament:

Brian Youse and I were paired up to play A58 Munda Mash, one of Guy Chaney's Atlanticon scenarios. As I had played Munda Mash as the US only once and twice as the Japanese, I suggested we roll for sides, Brian agreed and I ended up with the Japanese. I used a new defense (for me) and tried to hold in the clump of jungle on the edge of Board 37. I set up the 2-3-5 PB in F6 and lined up the others in E6,D5,C5. Hindsight shows these positions to be extremely susceptible to a flanking maneuver through the G4 palm grove. Tanks shooting at the rear of these pillboxes with AP equivalency would rapidly mangle any defenders. Thankfully, Brian chose to drive straight forward into the teeth of my defense and moved the Stuarts to the front of my Pillbox in F6 with several killer FGs in 37G8, 37G9, 37F9. A few shots with the hidden FT soon had two Stuarts flaming wrecks, and a Hindrance DRM too large for even the 9-2 to overcome. Next, Brian went after my pillbox line with his infantry, after a couple of successful CC's (for the US) it began to look grim. Due to skillful maneuvering Brian had his troops positioned for a last turn do or die push on the 2-3-5 PB and the second 1-3-5 PB necessary for victory. Failure to Ambush the Defenders of the 2-3-5 PB spelled doom for Brian's doughboys as they had no time to enter the location to secure the PB even if they were successful in destroying my guys, except if Brian rolled eyes on his CCDD or I rolled a twelve. Knowing this I should have chosen to not attack any Americans, thus even if I was totally wiped out, Brian, unless he rolled those eyes, would not be able to enter the PB. Note: Be careful about the positioning of your trenches, if you set them up ADJACENT to a PB you are making a bunker and bunkers are easier for an attacker to get into once he captures your trench. This was a well played scenario on Brian's part, he really did not know how vulnerable my PB's were to a flanking maneuver until it was too late.

Round two PTO tourney:

Round two found me facing an unknown quantity, Richard Cornwell, the Aussie transplanted to London. Richard suggested we play a new ASL News scenario—Welcome to Vietnam. As I had never seen this one I was a little hesitant, but after talking it over with Richard I agreed to play and I even agreed to play the Japanese, the side I perceived as the underdog from a cursory examination. I was tired from an almost all-nighter and wanted to go to the room and rest a little, so I gave Richard my room number and asked him to come and get me when he was done setting up. I took a nap and, awakening two hours later, with no sign of Richard I thought maybe he couldn't find the room. I made my way to the game

room to find Richard still setting up. Richard said he would be ready soon and about thirty minutes later we began play. We both misread the set up, or did Richard let me live with my mistake, and I was behind the eight ball very early on. Later I found we were also ignoring an SSR which made changing elevations a costly activity in MF, this SSR would only have made my job more difficult. While I nearly pulled this one off, Richard's ability to constantly pound my troops left me with very little offensive punch once I reached his main line of resistance. The failure of my light mortars to lay an effective SMOKE barrier or to retain SMOKE for future use was key in this inability to reach the Frenchies on the hills. The game came down to the assault on the last two hilltops with a lone Japanese AFV the only piece able to contest one of these lofty perches. Richard only had a single squad with no SW's to duke it out with the Japanese tank. The catch was I needed to pass an ESB for 2 MPs to be able to reach and overrun this French. I failed the ESB miserably and the scenario was Richard's. Having blown my chance at having at least one victory to begin the nine-scenario marathon regular tournament I desperately searched for an opponent to play. My search ended in Eric Givler agreeing to play No Farther, a Red Barricades scenario from the Rout Report (note: The Victory Conditions for this one have been corrected. The Germans must control 20 more stone locations than they lose). Eric chose to play the Germans and I set up my defense. As I was brainstorming for any insight into this one it became apparent that if I could get some guys into the sewer and run them under the German lines, staying in the sewer until my last turn, for a small investment in units I could draw off several attackers from the main assault. I proceeded to set up for this while also crafting what I thought was a nasty AT ambush. One of the 45ATGs in U36 and the 76ART in V43-1st level. Eric obliged me by driving his AFV's straight into this kill zone, but the dice abandoned me and I killed only one AFV before consecutive "12's" broke both of my AT Guns comprising the ambush. Eric never got into my V43/V44 stronghold, possibly due to the siphoning off of four German squads and a leader to guard the sewer exits. This game went down to the wire and we didn't finish until 8AM Friday morning. 1-0

Game Two of the regular tournament found me playing another person I had never played. Jeff Wasserman chose to play A44: Blocking Action at Lipki with the Russians. As this is one of my favorite scenarios I was looking forward to seeing a new approach from a new player. Jeff didn't let me down. He chose to advance his trucks on his right flank and with the KV acting as guard, and all the rest of his AFV's made for the left at full speed. My SPW 251/10 along with another HT with the 9-2 and an LMG totting 467 saw the opportunity to hammer the Russian infantry still mounted in their trucks. I maneuvered into position and soon two truckloads of Russkies were smokin' wrecks, a third truckload of passengers passed their CS#. These guys just happened to be carrying an ATR and their DFPh sent my 251/10 to ht heaven. With most of his infantry dead and the rest now on foot, Jeff was in a little trouble on that flank. The other flank I assumed I had well under control until his t-34 came lumbering out of the gully shrugging-off eight hits by the covering PzIIIs. Jeff then proceeded to destroy one of these presumptuous PzIIIs in his AFPh and the other in his DFPh. Bummer! My 28LL was beginning to get worried, but its quick dispatch of the BT's soon had me feeling much better. The T-34 then spent a couple of turns running away from my madly pursuing infantry (Comeback here!! I'll bite your kneecaps off!)

The arrival of my PzIV's along with the demise of the rest of Jeff's trucks and Infantry forced a concession on the Russians. Jeff misread the exit requirements and ran the T-34 off a non-VC hex. I told him after the T-34 exited, but he chose to stand by his mistake and did not ask to redo the move. I would have had no problem with this, as I had the game well in hand! ©

2-0

My Third Tournament Game found me playing an old GENie opponent Scott Drane. In the effort to speed up scenario selection I suggested Scott could choose the scenario and take whichever side he wished. This is no reflection to Scott's ability, I just was tired and wanted to get started as soon as possible. Besides, I trusted Scott's conscious to choose a scenario that was at least not horribly balanced.

Scott chose to play the US in T9: Niscemi-Biscari Highway. My attack up the gully went smoothly, except for a long range bazooka kill of the AC, as Scott had defended heavily on the woods approach route. The open ground on this flank allowed my Germans to engage the US at normal range while the US was firing back at long range (the IIFT would change this scenario tactic greatly ☺). Scott stood firm and forced a next to last turn assault on the X1 building. Unable to mount any effective counterattack Scott resigned.

3-0

Looking around for another 3-0 opponent Fish matched me up with Robert Schaaf. We decided to play Morgan's Stand and use the Australian Handicapping System. Robert chose A0 and I chose G0. We both played the side we wanted with no balance. Robert set up a little far back and did not guard his right flank adequately, this compounded by my rolling Group one, followed by Group three, Four, and then two (the best possible order, IMHO) made his error all the more costly. I was able to turn the flank with no losses and Robert's reinforcements had to attack into a dug-in German defense. The difficulty of this task caused Robert to concede.

4-0

Ray Tapio and I squared off for a little grudge match from ASLOK '89. Back then Ray knocked me out of the finals in a Mark Nixon scenario, Patton's Prayers. Ray let me choose the scenario and after a little griping he agreed to play ASLUG #5-Shootout at Singling. Ray took the US with me defending as the Germans. The pregame WP OBA's killed a 7-0 and generated a Hero. This Hero proved to be a real pain to Ray's plans. Ray led his assault with his IIt's and Mr. Hero, using street-fighting, quickly planted an ATMM on the side of one as it drove by his position, this left a burning wreck to cover his advance. This Uebermensch soon had another vulnerable ht in his sights and it met the same fate. I think these events broke Ray's will to play, and he was soon flinging tanks at my German infantry with abandon. Not a good move, late war German infantry defending in built up areas are not the place for AFV's to go sightseeing. The results were predictable and Ray soon made his way to get some sleep. I felt bad about playing him when he was so tired, but he looked me up and talked me into playing. It only came out later that he had had very little sleep in the past 48 hours. This was not a typical Tapio performance and I can only attribute it to his exhaustion.

5-0

The next game was one of my most exciting games of ASL ever. Steve is always a pleasure to play as he can beat you in any of a number of ways and is much more pleasant than myself, and some others, when things aren't going his way. We decided on A 59-Death at Carentan. I misread one of the SSRs set up the Full Squad HIP, its turns out that he wasn't necessary as Steve's entire attacking force

was shot up by the defending IIS's. As we were standing in disbelief at Steve's broken heaps of Paratroopers he noticed that my full squad was nowhere to be seen, but a quick scan of the SSR's found the Full Squad could not be set up HIP. I was quite willing to let the Full Squad die in exchange for the situation the US was in, but Steve suggested we start over and I agreed. In retrospect, I am glad I did so as the scenario we ended up playing was GREAT!

Steve's baggy-pants devils stormed into town under a fortuitously drifting Smoke OBA. I was soon reduced to a leader and full squad with a LMG. These guys were forced completely from the town and found themselves nearly on a boardedge. His early successes left Steve in possession of the entire town and set up on both boardedges to repel the German attack. My options looked bleak and I was really bummed out=>much bitching ensued, on reflection the bitching was so excessive that I am actually embarrassed by my actions, I apologize to all within hearing distance.

My reinforcements made good progress and Steve's early bid to end the scenario nearly ended in disaster for him. Only a fortuitous OBA drift on one flank followed by a mad sniper attack on my other flank soon had Steve holding the upper hand. My guys routed back to cover, leaving a small covering force to dissuade pursuit, and were able to rally virtually unmolested. Regrouped, we went after the Americans again and soon had Steve defending only the central building and the overlay building. One of my guys going Berserk put a damper on the German assault on one flank (he was forced to charge a broken American HS near the boardedge). My assault was delayed for a turn and this made Steve's position even stronger, I was forced to let him take a couple of very large fire attacks. Fortunately my eight morale Fallschirmjagern were up to the task and forced their way into good firing positions. Steve's guys were in trouble and he artfully changed his OBA tactics, smoke was the order of the day and nearly carried the battle for him. His paras were able to close upon my positions under its cover and some hot CC was carried out with my troops coming out on top by the skin of their teeth. Great game! it was the closest of the tourney.

6-0

Fish next fixed me up with Mike Klautky, a native German living and working in the US. Mike has an amazing ASL storage dresser. The whole thing is on wheels and every unit type has its own little drawer. It is truly impressive. With both of us needing to fulfill the tournament requirements of a French scenario, we decided to play End of the Ninth. I used the same set up I had used in my only previous playing of this scenario. Guy Chaney and I had played this one and an exciting Armored Car battle ensued before his German infantry began the attack. The armored car battle went early in favor of the French, but Guy fought back and the battle soon wound down to a single German AC and no French AC's left on board. Mike's and my game departed sharply from the previous game as his armored cars drove straight into the teeth of my defenses. There was an armored car battle at ridiculously close range, one hex had three dead armored cars stacked atop one another (two German one French). As I had two squads of LMG portaging infantry nearby, both being led by (-1) DRM leaders, the rest of Mike's armored cars soon met an ignominious fate, leaving me with two mobile armored cars left to harass the German infantry assault. As the German moved to the attack my MG firegroups in the level two hilltop building opened fire killing many Germans. Mike conceded when my AC's moved to the attack. His aggressive use of his armored cars bordered on foolhardiness. I think a more deliberate attack is warranted and he would have fared

much better by moving more slowly to the attack. There is plenty of time in this scenario, and pacing yourself to use all of your time to attack a position is extremely important.

7-0

The only 6-0 player available was Rich Summers so we decided to have a go. Rich and I had played before and I was aware of his skill so I was completely astonished when Rich stated that he wished to play Ambush! and take the partisans. I attempted to talk him out of it, but he was adamant so I left him to set it up. As other players became aware of the scenario Rich and I were playing, I came under increasing fire for sleazing Rich. I ignored the flak as Rich had chosen his poison. Rich's set up was very standard and the attack soon began. The most unusual thing Rich did was to begin firing his MMG and an LMG right off the bat. While Rich seemed to have captured an ammo truck along with the MGs, my Bulgarians must've left their ammo behind. By turn two I had broken both my MMG and light mortar as well as a LMG. Things were starting to look bad. I repaired the MMG only to break it on its next shot, still Rich continued to blaze away at my advancing troops with the MMG. After two turns of withering fire, a 4+2 shot broke the 9-1 and infantry squad manning the partisan MMG position. I took what the dice gave me and ran forward to try to force him to rout away from the MMG. My plan worked and also forced Rich to reveal his two HIP squads, which I think were way out of position being in the two clumps of single hex woods on each flank. These guys were soon overrun despite a four turn melee in one location. Things were starting to look up and as my advance started rolling, Rich's troops began to disintegrate. Rich still forced the game out to the last turn and a good fire phase by Rich's remaining defenders could have won the game for him, but his partisans were not up to it and the game went to my Bulgarians.

8-0

At ASLOK '92 I played Russ Bunten in the toughest game of the tournament. He nearly did me in with a hard fought game of Hittorf on the Rhine. I escaped defeat in that one by a last ditch sprint through a 12-2, emerging unscathed to capture the last required US units.

This year I could tell from the steely gleam in Russ' eyes that he was determined that today it would be different. We decided to play Bridge to Nowhere, this one is one of my favorites, I like either side but think the Russians do need the balance. My Russkies were determined to prove me wrong as they shrugged of every scrap of fire Russ threw their way while dealing out massive death whenever any Italians showed their face. My light mortar was positioned to cover the fording positions and cover them it did. A CH on Russ' advancing Italians followed by a three on the IFT DR left Russ with no good order units to force the ford. This left me free to concentrate on the bridge and Russ' attempt to cross. The MMG fire lane proved delay as Russ lost three MMCs in rapid succession. Despite all of this Russian luck, Russ managed to get some guys into the woods across the bridge, out of LOS of nearly all the Russian defenders. The only stack I had left was facing a Berserk Italian 447 and several other Italians waiting to move in behind him when Russ' MPH began. The straw that broke Russ' back came when in my PFPh I decided to fire my light mortar at his Berserk 447 in the woods. If I got no result I planned to move the 9-1 stack with its MMG away from the bridge approach. This would allow all the Italians stacked up on the bridge to cross unopposed. In this stack Russ had the Berserk 447 and two broken 247's with a Good Order 8-0. The mortar TH DR was a 6, good enough for a hit. The IFT DR was "eyes" yielding up a 1 KIA. The Random selection

DR killed the Berserker and the 8-0, the necessary breaking of the broken IIS's eliminated them. Russ conceded. I can take very little credit for this game as my dice pounded Russ whichever way he turned.

9-0

I had a great time at ASLOK and hope to see you all at the OPEN in January. Best of all I could log onto GENIE with little shame.

FORT

TACTICAL BRIEFS

This column is devoted to do and don't hints. Contributors will be promoted at the rate of 1 rank per 5 printed hints (Promotion occurs with the submission following the 5th, or multiple of five, submissions [EX: A person with 5 submissions at the rank of pfc (total printed submissions 15) will receive the rank of Corporal on his 16th printed submission]). Once a contributor reaches 5-Star General ranking (126 printed submissions) he will receive a ★★★★★ Star General ASLUG T-Shirt and ASLUG Magazine gratis, for life. Of course, every submission will be screened for relative worthiness, as you rise in rank your submissions will be culled more thoroughly. The rank structure will follow the Modern US Army structure as follows; [Enlisted] Private (E-1), Private (E-2), Private First Class, [NCO] Corporal, Sergeant, Staff Sergeant, Sergeant First Class, First Sergeant, Sergeant Major.

[Warrant Officer] Warrant officer (WO-1), Chief Warrant Officer (CW-2), Chief Warrant Officer (CW-3), Chief Warrant Officer (CW-4),

[Officer] Second Lieutenant, First Lieutenant, Captain, Major, Lieutenant Colonel, Colonel, Brigadier General, Major General, Lieutenant General, General, General of the Army.

The 126 printed submissions is the minimum necessary for the above awards. Any persons desiring to maintain any rank and not be promoted further will still be awarded the T-Shirt (with their chosen rank) and ASLUG for life. So all you lifer enlisted types out there, don't worry you won't be made a zero or sir without your permission.

✦

ANNOUNCEMENTS/ CORRECTIONS

Sorry about the tardiness of this issue. I will strive to do better in the future.

Issue #7's Scenario Analysis of Red Barricade's Bread Factory #2 was written by Guy Chaney.

Over the Next Hill:

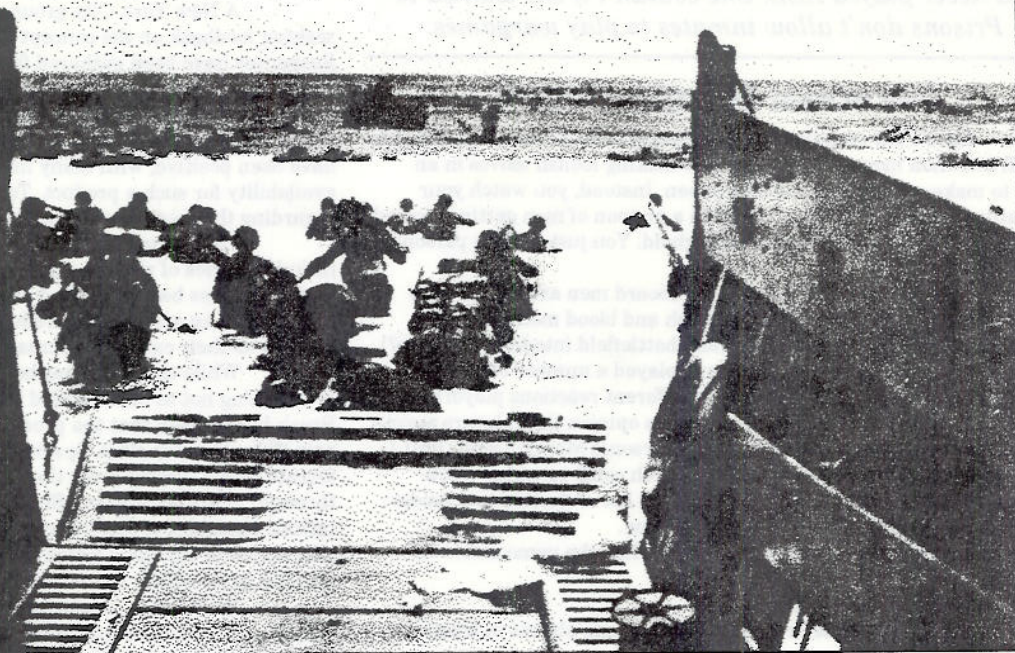
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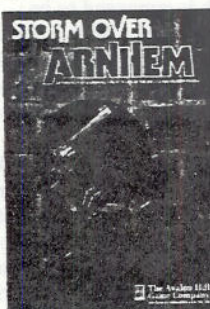
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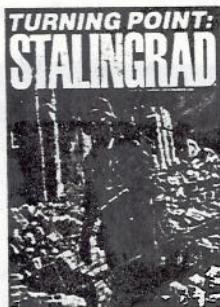
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